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CONTENTS.

	PAGE
THE LAWS OF BRIDGE	I
ETIQUETTE OF BRIDGE	21
DUMMY BRIDGE	34
THREE-HANDED BRIDGE	39
COMMENTS ON THE LAWS OF BRIDGE	25
" " THE ETIQUETTE OF BRIDGE	31
" " DUMMY BRIDGE	37
" " THREE-HANDED BRIDGE	43
INTRODUCTION	47

PART I.

GENERAL PRINCIPLES.

THE SCORE	53
THE DECLARATION	57
<i>SANS ATOUT</i> , OR "NO TRUMPS"	58
ANALYSIS OF <i>SANS ATOUT</i> OR "NO TRUMP"	
DECLARATIONS	71
HEARTS.	72
DIAMONDS	78
BLACK SUIT DECLARATIONS	92
ANALYSIS OF TRUMP DECLARATIONS BY THE	
DEALER	104
LEAVING IT TO ONE'S PARTNER.	107
DECLARATIONS BY THE DEALER'S PARTNER WHEN	
IT IS LEFT TO HIM	108
DECLARATIONS TO THE SCORE	110
DOUBLING.	117

GENERAL PRINCIPLES OF THE GAME

WHEN THERE ARE TRUMPS.

	PAGE
THE ORIGINAL LEAD	133
OFFENSIVE AND DEFENSIVE LEADS	137
RETURNED LEADS, ETC.	142
FINESSING, CALLING, DISCARDING, ETC.	143

GENERAL PRINCIPLES OF THE GAME

WHEN THERE ARE NO TRUMPS.

THE LEADS	147
SYNOPSIS OF LEADS	157
PLAY OF THE SECOND HAND	159
PLAY OF THE THIRD HAND	164
PLAY OF THE FOURTH HAND	170
THE DISCARD	172
GENERAL MAXIMS	175
ILLUSTRATIVE DECLARATIONS	177

PART II.

ILLUSTRATIVE GAMES	205
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THE LAWS OF BRIDGE.

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THE RUBBER.

1. The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam.

3. Every hand is played out, and any points in excess of the thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps, and twelve points when there are no trumps.

5. Honours consist of ace, king, queen, knave, and ten of the trump suit. When there are no trumps they consist of the four aces.

6. Honours in trumps are thus reckoned :—

If a player and his partner conjointly hold—

- I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.
- III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds—

- I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours eight times the value of the trump suit trick. In this last case, if the player's partner holds the fifth honour, they also score for honours the single value of the trump suit trick.

The value of the trump suit trick referred to in this law is its original value—*e.g.*, two points in spades and six points in diamonds; and the value of honours is in no way affected by any doubling or re-doubling that may take place under Laws 53–56.

7. HONOURS, when there are no trumps, are thus reckoned :—

If a player and his partner conjointly hold—

- I. The four aces, they score for honours forty points.
- II. Any three aces, they score for honours thirty points.

If a player in his own hand holds—

The four aces, he and his partner score for honours one hundred points.

8. **CHICANE** is thus reckoned:—

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane is in no way affected by any doubling or re-doubling that may take place under Laws 53-56.

9. **SLAM** is thus reckoned:—

If a player and his partner make, independently of any tricks taken for the revoke penalty—

I. All thirteen tricks, they score for Grand Slam forty points.

II. Twelve tricks, they score for Little Slam twenty points.

10. Honours, Chicane, and Slam are reckoned in the score at the end of the rubber.

11. At the end of the rubber, the total scores for tricks, honours, Chicane, and Slam obtained by each player and his partner are added up, one hundred points are added to the score of the winners of the rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the rubber.

12. If an erroneous score affecting tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or, in the case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting honours, Chicane, or Slam be proved, such mistake may

be corrected at any time before the score of the rubber has been made up and agreed.

CUTTING.

14. The ace is the lowest card.

15. In all cases, every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

17. If there are more than four candidates; the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

18. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

19. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

20. Three players cutting cards of equal value cut again; should the fourth (or remaining) card

be the highest, the two lowest of the new cut are partners, the lower of those two the dealer ; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT.

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out ; but when all have played the same number, they must cut to decide upon the out-goers ; the highest are out.

ENTRY AND RE-ENTRY.

22. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry ; the others decide their right of admission by cutting.

24. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player cutting into one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

27. The pack must neither be shuffled below the table nor so that the face of any card be seen.

28. The pack must not be shuffled during the play of the hand.

29. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

30. Each player has a right to shuffle, once only (except as provided by Law 33) prior to a deal, after a false cut, or when a new deal has occurred.

31. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

32. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

33. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

34. Each player deals in his turn; the order of dealing goes to the left.

35. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards.

A NEW DEAL.

39. There must be a new deal—

- I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.
- II. If any card be faced in the pack.
- III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.
- IV. Should the last card not come in its regular order to the dealer.

V. Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards; but not after having done so.

40. If, whilst dealing, a card be exposed by either of the dealer's adversaries, the dealer may claim a new deal. A card similarly exposed by the dealer or his partner gives the same claim to each adversary. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card cannot be called.

41. If, in dealing, one of the last cards be exposed, and the dealer completes the deal before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

42. If a player, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it, and may exact a new deal.

43. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

44. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

45. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

46. Any one dealing out of turn, or with the adversary's cards, may be stopped before the last card is dealt, after which the game must proceed as if no mistake had been made.

47. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS

48. The dealer, having examined his hand, has the option of declaring what suit shall be trumps, or whether the hand shall be played without trumps. If he exercise that option, he shall do so by naming the suit, or by saying "No trumps."

49. If the dealer does not wish to exercise his option, he may pass it to his partner by saying

"I leave it to you, Partner," and his partner must thereupon make the necessary declaration, in the manner provided in the preceding law.

50. If the dealer's partner make the declaration out of his turn, either of the adversaries has the right, after looking at his hand, but before any declaration is made as to doubling or not doubling, to claim a fresh deal. He may not consult with his partner as to whether this penalty should be exacted or not. If any declaration as to doubling or not doubling shall have been made, or if no new deal is claimed, the declaration so wrongly made by the dealer's partner stands good.

51. If either of the dealer's adversaries makes the declaration, the dealer may, after looking at his hand, either claim a fresh deal or proceed as if no such declaration had been made.

52. A declaration once made cannot be altered, save as provided above.

DOUBLING AND RE-DOUBLING.

53. The effect of doubling and re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

54. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The dealer's left-hand adversary has the first right. If he does not wish to double he shall say to his partner "May

"I play?" His partner shall answer "Yes," or "I double."

55. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has made the trump declaration has the first right of re-doubling. The question "May I play?" shall be addressed by the dealer's left-hand adversary (after a doubling by him or his partner) to the player who has made the trump declaration, who shall answer "I am satisfied," or "I re-double." If he answer "I am satisfied," the question shall then be addressed to his partner, who shall answer "Yes," or "I re-double."

56. If the dealer or his partner elect to re-double, their adversaries have the right of re-doubling again. The original doubler has the first right. The process of re-doubling may be continued indefinitely, the first right to continue the re-doubling on behalf of a partnership being in that partner who last re-doubled on behalf of that partnership. When he expresses himself satisfied, the right to continue the re-doubling passes to his partner.

57. When the question "May I play?" has been finally answered in the affirmative, or when the dealer's left-hand adversary, being the last person who has the right to continue the re-doubling, expresses himself satisfied, the dealer's left-hand adversary shall lead a card.

58. A declaration once made cannot be altered.

DUMMY.

59. As soon as a card is led, the dealer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the dealer, unassisted by his partner,

60. After exposing Dummy, the dealer's partner may indicate to the dealer the hand from which the dealer has to lead, or if the latter has led from the wrong hand, may draw attention to the error, in which case the dealer must lead from the right hand, unless the second hand has played, when the dealer is not entitled to rectify the error ; but the dealer's partner may take no other part in the play of the hand, other than the mechanical part of playing from Dummy any card named by the dealer.

61. The dealer's partner may ask if he (the dealer) has a card of the suit which he may have renounced ; but if he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

62. If the dealer's partner, by touching a card, or otherwise, suggests the play of a card from

Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play or not to play the card suggested.

63. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

64. A card once played or named by the dealer as to be played from his own hand or from Dummy cannot be taken back, except to save a revoke, or as provided by Law 60.

65. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

66. Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he revoke, and the error not be discovered until the trick is turned and quitted, the trick stands good.

67. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty; but, having played a card from his own hand, he may not recall that card except to save a revoke.

EXPOSED CARDS.

68. If after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either of the adversaries may, without consultation with his partner, claim a new deal.

69. If after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or re-double which he would otherwise have been entitled to exercise; and in the case of a card being so exposed by the leader's partner, the dealer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

CARDS LIABLE TO BE CALLED.

70. All cards exposed by the dealer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

71. The following are exposed cards:—

- I. Two or more cards played at once.
- II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

72. If either of the dealer's adversaries play to an imperfect trick the best card on the table, or lead one which is a winning card as against the dealer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

73. If either of the dealer's adversaries throw his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

74. If all the players throw their cards on the table face upwards, the hands are abandoned, and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

75. A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is liable to be called; but should the dealer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

76. If either of the dealer's adversaries, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

77. If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

78. If the dealer lead out of turn, either from his own hand or from Dummy, he incurs no penalty.

79. If any player lead out of turn, and the

other three have followed him, the trick is complete, and the error cannot be rectified ; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are (subject to Rule 60) taken back ; and there is no penalty against any one, excepting the original offender, and then only when he is one of the dealer's adversaries.

80. In no case can a player be compelled to play a card which would oblige him to revoke.

81. The call of a card may be repeated until such card has been played.

82. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

83. Should the third hand not have played, and the fourth play before his partner, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick.

84. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

85. If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE

86. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

87. The penalty for a revoke—

- I. Is at the option of the adversaries, who, at the end of the hand, may, after consultation, either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his score—or add the value of three tricks to their own score;
- II. Can be claimed for as many revokes as occur during the hand;
- III. Is applicable only to the score of the hand in which it occurs;
- IV. Cannot be divided—*i.e.*, a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player.

- V. In whatever way the penalty may be enforced, under no circumstances can the side revoking score Game, Grand Slam or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than twenty-eight.

88. A revoke is established, if the trick in which it occur be turned and quitted—*i.e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

89. A player may ask his partner whether he has not a card of the suit which he has renounced ; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

90. At the end of the hand, the claimants of a revoke may search all the tricks.

91. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the dealer's adversaries, the dealer may call the card thus played in error, or may require

him to play his highest or lowest card to that trick in which he has renounced.

92. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

93. A revoke cannot be claimed after the cards have been cut for the following deal.

94. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the score after the penalty is paid.

95. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game by that hand; each is punished at the discretion of his adversary.

CALLING FOR NEW CARDS

96. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES

97. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of

gathering them together, may demand that the cards be placed before their respective players.

98. If either of the dealer's adversaries, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or lose the trick.

99. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

100. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

101. A bystander, by agreement among the players, may decide any question.

102. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

103. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand—viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF BRIDGE.

The following rules belong to the established Etiquette of Bridge. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

It is to be borne in mind that, from the nature of the conditions under which the game is played, acts may be so done, and words so spoken, as to convey a very distinct intimation to a partner. To do so is to offend against the most important of the proprieties of the game.

Declarations ought to be made in a simple manner—*e.g.*, by saying, “I make hearts trumps”; “There are no trumps”; or, “I leave it to you.” There ought to be neither intimation of doubt in, or reason for, making this declaration. Nothing ought to be done or said by the declarant which may afford an indication or intimation of the hand which he holds, or draws attention to the state of the score.

A player should avoid any unnecessary hesitation in passing the trump declaration to his partner, or giving any well-marked indication of doubt or perplexity.

Similarly, a player who has the first right of doubling or re-doubling, on behalf of a partnership, ought not to decline to exercise that right,

COMMENTS

ON

THE LAWS OF BRIDGE.

Law 4.—On the Continent, when there are no trumps, each trick above six counts ten.

Law 7.—On the Continent, four aces in one hand count eighty.

Law 11.—The wording of this law is rather involved: it should read, “won by the winners, and lost by the losers.”

Law 19.—“cards of equal value” [when cutting for partners], “unless, etc.” Supposing a queen, two eights, and a two are cut: the two eights cut again, and the highest plays with the queen. If, at the second cut, a king and a queen are cut, the king plays with the queen first cut, and the queen (cut in the second cut) with the two.

Law 20.—Three kings and a queen are cut: the three kings cut again, and the lowest plays with the queen, which is the original low, and has choice of cards and seats. Suppose, at the second cut, two aces and a two are cut: the two aces must cut again, and the lowest of the second cut plays with the queen, the highest with the two.

Law 25.—“another, loses his” [prior] “right of re-entry.”—“as if he were a fresh candidate,” [and last comer.]

Law 39.—"There must be a new deal" [by the same dealer; there is no misdeal at Bridge].

Law 44.—"any of his cards," [until he has led if he is leader, or followed to the first trick if he is not leader,] "the deal stands good, etc."

Law 48.—In order to avoid any mistake, a regular set formula should be employed, such as, "There are no trumps," "Hearts are trumps," "Diamonds are trumps," "Spades are trumps."

Law 49.—In this case the law defines the very words in which the declaration is to be left. By slightly varying the phraseology, an opportunity is afforded to unscrupulous persons of indicating the nature of dealer's hand by a preconcerted arrangement. It appears desirable, therefore, that a penalty should be enforceable for any deviation from the exact words, "I leave it to you, Partner." Any departure therefrom should deprive the dealer's partner of the privilege of declaring any trump but spades. Such a penalty would meet the case, and its inclusion would seem an improvement. There should not be any hesitation before passing.

Law 54.—There should be no hesitation before asking this question. Such would naturally lead one's partner to suppose the querist to be strong, though not strong enough to double; and may induce him, if he is pretty strong, himself to double, though, but for the hesitation, he would not have done so. The law, again, supplies the exact words in which the leader's partner is to

double. It is most necessary that these words should not be departed from, especially in the case of *sans atout*, because, by altering them, the suit to be led might be indicated. It seems desirable that any alteration of the formula should be penalised by the deprivation of the privilege of doubling.

Law 59.—Immediately (even though the wrong adversary leads) the dealer's partner should lay down his hand, face upwards. It ought to be put down without any remark whatever, and should be so arranged as to be most conveniently visible.

Law 60.—In the code as originally framed, the dealer's partner was prohibited from taking any part in the game, beyond the merely mechanical one of playing from the exposed hand a card named by the dealer.

A subsequent amendment, imported into Law 60, conferred upon the dealer's partner the power to indicate to him the hand from which he ought to lead; and, in cases when the dealer led from the wrong hand, to draw his attention to his mistake, which he was compelled to rectify unless such erroneous lead had been covered.

This alteration was found to clash with Law 79, and further legislation had to be undertaken, which resulted in Laws 60 and 79 appearing as they now do.

The expediency of this addition to Law 60, extending the powers of the dealer's partner, seems very doubtful.

There is no penalty against the dealer for leading from the wrong hand, and if he so leads on some occasion when it is disadvantageous for him to do so, the option of pointing out his mistake or not should surely rest with his adversaries. It appears unnecessary to grant this privilege to his partner.

Laws 60 and 79 must be read in conjunction with one another.

By Law 60, if the dealer leads from the wrong hand, and such lead in error is covered before it is noticed, he is not entitled to rectify his mistake. It is optional with his adversaries, either to let the lead stand, or to take back the cards played, and demand a lead from the right quarter.

By Law 79, if any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back, and there is no penalty against any one save the original offender, and then only if he is one of the dealer's adversaries.

Law 60 only applies to leads made from the wrong hand by the dealer, when he has to lead. Should he inadvertently lead when one of his adversaries ought to have done so, he comes under the operation of Law 79, and there is no penalty against him.

Law 60 does not apply to the dealer's adversaries. If, therefore, one of them leads out of turn, and such false lead has been followed, the

cards of all must be taken back, and the only penalty lies against the original offender. No option is permitted the dealer of demanding that such lead out of turn shall stand, and the only penalties he may demand are, either to call a suit at once from the player who ought to have led, or to call the card led in error.

Law 61.—The dealer's partner should never omit this formality, as the dealer is more apt to revoke than other players, owing to his attention being taken up with the exposed hand, and his scheme of play.

Law 62. — This penalty should always be exacted, in order to check any tendency on Dummy's part to interfere in the game.

Law 64.—The dealer is allowed to name cards to be played by his partner from the exposed hand. When he avails himself of this privilege, he must distinctly name the card he wishes played, such as "King of clubs, please," or "Three of diamonds, please." If the dealer says "Play a heart, please" (or spade, or whatever it may be), without specifying a card of the suit, his partner may not play, but should ask "Which one?" In the same way, the dealer has no right to reply "Any one"; nor may he say "Lead a diamond, please" (or club, or whatever it may be), but must clearly designate the card to be led. The reason is that, although it may have escaped the dealer that it makes any

difference which card is played, his partner may know that it *does* make a difference; and no ambiguity is therefore permissible. Similarly, when the dealer names a card of a sequence, his partner must play that card and no other, although in trick-making value they are exactly the same—*e.g.*: The exposed hand contains the queen, knave, ten, and two small diamonds. The dealer says to his partner, "Ten of diamonds, please." His partner must play the ten, and not the queen or knave, although they are all of the same value. The dealer may be able to remember the cards better if they are played as he indicates; and in no case whatever has his partner any right to play any other card than the one named.

Law 65.—The practice is common on the Continent, but it is sometimes very objectionable.

Law 71.—Some players are apt to snatch up a card dropped out of their hand on to the table, when it falls face down. Such cards are exposed *above* the table, and must be laid down upon it at once, face up. Any card that falls out of a player's hand is an exposed card, unless it falls on the floor or below the table, and not on it. A detached card (*i.e.*, one taken out of the hand but not dropped) cannot be called unless it can be named. *See Law 75.*

SOME COMMENTS ON THE ETIQUETTE OF
BRIDGE.

The preceding canons of Etiquette have been included in the present work as they stand, because they form a part of the official code of the "Laws of Bridge" as established in England; nevertheless, a few remarks concerning them may be permissible.

It seems a pity, when Law 48 enacts the precise words in which a *sans atout* declaration should be made, and Law 49 decrees the phrase in which a declaration should be left, that both formulæ should be altered in the "Etiquette." It is apt to breed confusion. In commenting upon Laws 49 and 54, the institution of certain penalties has been suggested, and it is hard to see why it should be difficult—let alone impossible—to penalise the infraction of these laws.

Whenever a player deals, he should endeavour, as far as possible, always to allow about the same interval to elapse before making a declaration, or passing it to his partner. Having first made himself acquainted with the score, he should arrange his hand. By the time he has finished this, he should have been able to form a very fair idea of what he intends to do; and, after a brief pause for final reflection before making up his mind, he should either declare or pass. By passing immediately he looks at his hand, he may lead others to suppose that his holding is very weak; or, if he

declares a trump at once, they know he has no doubt about his hand ; whilst if he hesitates, and fidgets about, and then passes, he gives an indication to his partner that he had some difficulty to wrestle with, and this may help such partner, with the assistance afforded by his own cards, to guess how the land lies. Of such are some of the "intimations" referred to in the "Etiquette" as comprising offences against the proprieties of the game.

It is stated that it is contrary to etiquette to do or say anything that may draw attention to the state of the score. This is somewhat misleading. Let A and B be partners against Y and Z. It is the practice for one player on each side to keep the score—in this case, say A and Y. If B, when he deals, does not ask to be informed as to the state of the score, it would be a breach of etiquette for A to volunteer the information ; but, if he inquires from A what the score is, he is not only doing what he has a perfect right to do, but also what it is his duty to do before he can properly declare, and A is bound to inform him. Should he subsequently pass the declaration to A, he has certainly drawn A's attention to the score, but in a perfectly legitimate and orthodox manner. When a player wishes to know the score, he should inquire before he looks at his hand. It would be more accurate to ordain that it is contrary to etiquette to *volunteer* any information as to the state of the score.

Doubling Limit.—It seems inconsistent to stigmatise as contrary to etiquette an integral part of the game, expressly provided for in the laws. Such condemnation may be desirable, but it would, perhaps, be advantageous to define more clearly what is intended. It is obvious that if A and B are playing against Y and Z, and A and Y each hold hands upon which they would like to continue doubling *ad infinitum*, it is an unnecessary interference with their pastime to damn it as being contrary to etiquette. With B and Z the case is different; they do not know anything of the hands upon which their partners are staking, and it may be that they have not sufficient confidence in A's and Y's play to entrust them with unlimited gambling powers on their behalf. A and Y go into the business with their eyes open, and require no protection. B and Z may become involved in stakes they did not contemplate, but not A or Y. It would make it clearer to add, therefore, after the words "reasonable limit," the words "for the partners of the players desirous of prolonging the doubling process indefinitely."



DUMMY BRIDGE.

Three players may play Dummy Bridge in several ways; the method described below is the one perhaps most commonly followed.

1. The player who cuts the lowest card takes Dummy.

2. Dummy deals at the commencement of each rubber.

3. The player who plays Dummy, whenever he deals, either for himself or Dummy, must always look at his own hand first; when he may either declare trumps from it, or pass the declaration to his Dummy's hand.

4. When the dealer deals for Dummy, the adversary on the dealer's left may not look at his hand until after the dealer has declared trumps, or in the event of the dealer passing it to his Dummy's hand, until his partner has been authorised to play.

5. If the dealer, when he deals for Dummy, passes the declaration to his Dummy's hand, his left-hand adversary looks at Dummy's hand, and declares trumps from it as follows:—If it contains three or four aces, *sans atout* or “no trumps” must be declared; otherwise the longest suit must be

declared trumps. Should there be two suits of equal length, that one counting the highest in pips must be chosen (an ace counts eleven, and a king, queen, or knave, ten each); and if there are two suits of equal length and strength, the most valuable must be declared—*e.g.*, with king, queen, nine, four of hearts, and ace, king, ten, two of diamonds, hearts must be declared.

6. The dealer's right-hand adversary may then double; or, if he does not wish to do so, he asks his partner's permission to play.

7. If his partner wishes, he may double *without looking at his hand*; and the dealer can only re-double on his own hand.

8. When the player playing Dummy deals for his own hand, his right-hand adversary may not look at his hand until after the dealer has declared trumps, or until his partner is authorised to play.

9. If the player playing Dummy, when he deals for himself, passes the declaration to his Dummy's hand, his right-hand adversary looks at Dummy's hand, and declares trumps from it, in the manner hereinbefore prescribed.

10. The dealer's left-hand adversary may then double; or, if he does not wish to do so, he asks his partner's permission to play.

11. If his partner wishes, he may double *without looking at his hand*, and the dealer can only re-double on his own hand.

12. Whenever the player playing Dummy declares trumps from his own hand, both adversaries may look at their cards, and the right of doubling proceeds as in ordinary Bridge, except that the dealer may not look at Dummy's hand until the adversary, whose turn it is to lead, has permission to play.

13. Dummy's hand is never exposed upon the table, when he or his partner deal, until a card is led by one of the adversaries; nor, when his left-hand adversary deals, until his partner has led a card. When it is Dummy's lead, his hand is exposed as soon as he has to lead, but his partner may not look at his own hand until a card has been led from Dummy's hand.

14. When the left-hand adversary of the Dummy player deals, he (*i.e.*, Dummy's partner) may look at Dummy's hand for the purpose of deciding whether he will double or no; but not at his own till after a card has been led from Dummy's hand. Similarly, when his right-hand adversary deals, he may not look at his Dummy's hand until after he has led a card from his own hand, and he must double on his own hand only, if he wishes to do so.

15. It is a matter of previous arrangement whether, when either adversary of the Dummy player deals, his partner's hand is to be exposed. If it is so agreed, the game resolves itself into Double Dummy whenever either of the Dummy player's adversaries deals.

16. Dummy Bridge is in other respects governed by the same laws as apply to ordinary Bridge, except in so far as they conflict with the above rules.

COMMENTS ON DUMMY BRIDGE.

In practice, in the form of Dummy Bridge described, the hand of the dealing adversary's partner is never exposed, which supplies a reason for its being the most satisfactory way of playing Dummy.

The two following are disadvantages the player of Dummy has to take into account:—(i) The declarations of his Dummy are arbitrarily fixed beforehand, and are often by no means the most advantageous or expedient he can make; whilst the Dummy's opportunity for declaring *sans atout* is confined within certain narrow limitations dependent upon his holding at least three aces. (ii) Whenever the Dummy player makes a declaration from his own hand, both his adversaries may look at their hands, which increases their opportunities of doubling; whereas the Dummy player may never look at more than one hand before doubling.

He is compensated for these drawbacks by the enormous advantage he gains in every deal in the play of the cards—an advantage his adversaries never share in. For this reason, the adversaries of the Dummy player must exercise great caution

in their declarations in general, and of *sans atout* in particular. Being deprived of the advantage in the play of the cards derivable from their partner's hands being exposed, they must be careful not to declare *sans atout* without considerably greater strength than is deemed requisite in ordinary Bridge; whilst, in trump declarations, they are counselled not to declare a suit offensively without great strength, and to avoid speculative calls.

In forms of Dummy wherein the dealing adversary's partner's hand is exposed, the Dummy player is rather at a disadvantage. He is hampered by the same restrictions as to Dummy declarations and doubling, whilst every second deal the game resolves itself into Double Dummy, depriving him of half his advantage in the play of the cards.



THREE-HANDED BRIDGE.

A much more interesting game than Dummy, when there are only three candidates, is Three-handed Bridge, which is played as follows:—

1. The three players cut, and the one who cuts the lowest card takes the first deal, and plays Dummy that hand. The next lowest cut sits on the dealer's left, and the highest on his right. Let the three players be designated A, B, and C. A plays Dummy in the first deal against B and C, with B on his left and C on his right. At the conclusion of the first deal, C moves round one place to the right (opposite to A), and, with A, plays against B and Dummy. On the completion of the second deal, A moves round one place to the right, and, with B, plays against C and Dummy; and so on, continuously, until the rubber is finished—the player on the dealer's right always moving on, one place to the right, at the conclusion of each deal.

2. The player who plays Dummy must always deal for his own hand, and must always look at his own hand first, when he may either declare trumps from it, or pass the declaration to his Dummy's hand.

3. The player on the dealer's right may never look at his own hand until after the dealer has

declared trumps; or, in the event of his passing it to his Dummy's hand, until his partner is authorised to play.

4. Should the dealer declare trumps from his own hand, both adversaries may look at their cards, and the right of doubling proceeds as in ordinary Bridge, except that the dealer may not look at Dummy's hand until his left-hand adversary is authorised to play.

5. Should the dealer pass the declaration to his Dummy, his right-hand adversary looks at Dummy's hand and declares trumps from it as follows:—If it contains three or four aces, *sans atout* must be declared; otherwise the longest suit must be declared trumps. Should there be two suits of equal length, that one counting the highest in pips must be chosen (an ace counts eleven, and a king, queen, or knave ten each); and if there are two suits of equal length and strength, the most valuable must be declared.

6. The dealer's left-hand adversary may then double; or, if he does not wish to do so, he asks his partner's permission to play.

7. If his partner wishes, he may double *without looking at his hand*; whilst the dealer can never re-double except on his own hand.

8. Dummy's hand may never be exposed upon the table until the dealer's left-hand adversary has led a card.

9. The game consists of thirty points, as in ordinary Bridge, and the winner of the rubber is he who first wins two games. Fifty points are added for each game won, with an additional fifty points for the rubber game.

10. Each player's score must be kept separately, and the scoring sheet should be ruled with three vertical columns, one for each player. A double horizontal line must be drawn across these columns, about three-quarters of the way down.

11. Each player deals, and plays Dummy against the other two every third deal. It is only when a player deals that the value of the tricks he gains counts towards winning the game for him.

12. The value of all tricks lost by a player in his deal is credited to each adversary, but such credits appear (with honour scores) in each adversary's column, *above the double horizontal line, and do not reckon towards their score for game.*

The following example will explain clearly how the scoring must be done. The small figures in parentheses in the score sheet indicate the deal in which the score was made, and correspond with the figures against each deal:—

(1) A deals first, and plays against B and C. A declares hearts, and wins two by cards, holding two by honours.

(2) B deals the second deal, and declares *sans about*. He loses the odd trick, but scores thirty for aces.

A	B	C
		(15) 100
(15) 8	(15) 8	(14) 8
(14) 8	(14) 16	(12) 12
(13) 16	(11) 16	(9) 50
(10) 4	(8) 50	(9) 32
(7) 50	(8) 30	(6) 16
(7) 40	(5) 48	(4) 56
(5) 12	(4) 56	(3) 8
(2) 12	(2) 30	(2) 12
(1) 16		
(1) 16	(5) 18	(3) 12
(7) 48		(6) 8
	(8) 36	
		(9) 32
(10) 4	(11) 8	(12) 24
(13) 8		(15) 8
242	316	378

$$A - 74 - 136 = -210$$

$$B + 74 - 62 = +12$$

$$C + 62 + 136 = +198$$

(3) The third hand, C deals and leaves it to his Dummy's hand. Clubs are declared, and he makes three by cards and two by honours.

(4) Next A deals again and leaves it to his Dummy's hand. Hearts are declared, and he loses three by cards and four by honours.

(5) Next B deals, and declares diamonds. He makes three by cards and eight by honours. A, having no trump, scores Chicane.

(6) Next C deals, and, declaring hearts, makes the odd trick and two by honours.

(7) Next A deals, and declares *sans atout*. He scores four by cards and forty for aces, winning the first game, for which fifty is added to his score.

(8) B's deal commences the second game. He declares *sans atout*, and makes three by cards and thirty for aces, winning the second game, for which fifty is added to his score.

(9) C's deal commences the third game. He declares hearts, and makes four by cards and four by honours, winning the third game, for which fifty is added to his score.

.....
(10) The first deal of the fourth game falls to A. He leaves it to his Dummy's hand, when spades are declared, and he makes two by cards and two by honours.

(11) Next B deals, and, declaring clubs, makes two by cards and four by honours.

(12) Next C deals, and, declaring diamonds, makes four by cards and two by honours.

(13) Next A deals, and, declaring hearts, makes the odd trick and two by honours.

(14) Next B deals, and, declaring hearts, loses the odd trick and scores two by honours.

(15) Next C deals, and, declaring clubs, makes two by cards and loses two by honours. He wins the fourth game and the rubber, for which 50 + 50 is added to his score.

The scores are then totalled : A = 242, B = 316, and C = 378. Therefore, A loses 74 to B and 136 to C ; B wins 74 from A, and loses 62 to C ; and C wins 62 from A and 136 from B. Thus, C wins 198, B wins 12, and A loses 210 ; or, taking 10 as the point, A loses 21 points, B wins 1 point, and C wins 20 points.

13. The three-handed game is governed by the laws of ordinary Bridge in so far as they are not repugnant to the foregoing special rules pertaining to the former.

COMMENTS ON THREE-HANDED BRIDGE.

Three-handed Bridge runs into more money per game, but takes longer to play, than ordinary Bridge. Even when there are more than three players available, this form of the game will be found to afford a pleasing variety.

It is obvious that the dealer's advantage is considerably discounted, as compared with ordinary Bridge, owing to the rules governing the declaration of trumps by Dummy.

Each player stands on his own merits, and can only win the game on his own deals. He is not made to lose the game by his partner's bad play of their joint hands; and, as everyone has Dummy in turn, it is a very fair and interesting game.



LAWS AND PRINCIPLES
OF BRIDGE.



INTRODUCTION.

INTRODUCTION.

It is only within the last decade that Bridge has been introduced into England, though well known in Eastern Europe thirty years before. The game is a kind of hybrid between ordinary British Whist and the Russian game of Vint.

The popularity it has attained to in England, since its importation here, must be pleaded by the Author as his excuse for the publication of this book.

In all treatises on the game of Bridge that have so far seen the light, some sort of explanation seems to have been considered necessary in order to account for the manner in which it has superseded Whist. Comparisons have also been freely instituted between the two games, to the disadvantage of the latter.

As regards the amount of skill required in order to attain an equal degree of proficiency in the two games, no parallel can be drawn between Whist and Bridge. It would be as preposterous to elevate the latter to the same level as the former, as it would be to compare Halma to Chess, or Patience to Piquet.

The obvious reason why Bridge has caught the popular fancy to such an extent, at the expense of Whist, is on account of its comparative simplicity. Modern Whist has reached such a high pitch of scientific excellence that, out of the tens of thousands that habitually play, one per cent. would be a liberal estimate at which to assess the number of players who are really first-class. Of the remaining ninety-and-nine per cent. a graduated sliding scale could be constructed, ranging from the moderately good to the execrably bad. There is seldom equality; and, naturally enough, many men do not care to submit to occupy a position of permanent inferiority in a partnership of two, and to be constantly cognisant of the fact that the possession of a little more knowledge on their part might often have materially affected the result of many a game. In Bridge, on the other hand, men do not find themselves so immeasurably inferior in the play of the cards, and they prefer it accordingly. In short, the key-note of the popularity of Bridge is its easiness. It is easy to learn, and it is easy to play.

At the same time, it has other advantages. It does not require the same concentrated attention as Whist, and is, for that reason, a more recreative pastime. It affords a great variety of opportunities

for the exercise of judgment in the selection of trumps, and is, in many ways, a most excellent and amusing game.

It is quite able to flourish on its own merits, without any necessity for attempting to demonstrate its superiority to Whist ; and it is not proposed to enter into any comparison of the respective merits of the two games here. The point is only referred to because, in the succeeding chapters, an occasional allusion to Whist will be found for purposes of illustration.

Before proceeding to a discussion of the principles of play advocated in the following pages, it may be as well to explain that the Author lays claim to very little originality in putting them forward. He has endeavoured merely to explain, classify, and arrange the different principles and conventions adopted by the most experienced players in various parts of the globe, and, by attempting to link them together, to mould them into one harmonious whole.

In no game of cards, and least of all in such a game as Bridge, is it possible to demonstrate mathematically that any particular method of play is unquestionably right, and that all other modes are infallibly wrong. No effort is therefore made to bring forward any absolute proof

PART I.

GENERAL PRINCIPLES.

THE SCORE.

The values of the suits, honours, etc., are given in the Laws, but the subjoined table shows them all at a glance, and is inserted for facility of reference:—

SANS ATOUT, OR WHEN THERE ARE NO TRUMPS--					
HONOURS	Each Trick above Six is worth	12			
	{ Three Aces (either in one hand or divided between the two hands) count }	30			
	{ Four Aces (divided between the two hands) count ..	40			
	{ Four Aces in one hand count }	100			
WHEN TRUMPS ARE--					
HONOURS	Each Trick above Six is worth .	2	4	6	8
	{ Three Honours count }	4	8	12	16
	{ Four Honours count }	8	16	24	32
	{ Five Honours count }	10	20	30	40
	{ Four Honours in one hand count	16	32	48	64
	{ Four Honours in one hand, and } Fifth in partner's hand, count }	18	36	54	72
	{ Five Honours in one hand count	20	40	60	80
	{ Chicane counts }	4	8	12	16
GRAND SLAM counts 40		LITTLE SLAM counts 20			

Prepared scoring blocks will be found in all clubs where Bridge is played, and can be procured from most stationers. The honours reckoned should be written above the horizontal line on the score sheet, and the value of the tricks won should appear below it. Two scoring sheets should be kept, one by each side, and no declaration should ever be made without the declarant first making himself acquainted with the score.

The following example of how the score should be kept will be of assistance to the novice; it is that of an actual rubber:—

A & B	Y & Z
	8
	4
12	4
4	30
12	20
12	24
8	4
8	24
6	
2	
18	
	72
2	8
18	12
24	
100	
226	210
210	
+16	

A deals and leaves it. B declares spades, and AB make four by tricks and four by honours.

Y deals and leaves it. Z declares diamonds. YZ lose the odd trick and two by honours.

B deals and leaves it. A declares spades, and AB make the odd trick and lose two by honours.

Z deals and declares diamonds. YZ make four by tricks and four by honours.

A deals and leaves it. B declares diamonds, and AB make three by tricks and two by honours, winning the first game.

Y deals and leaves it. Z declares *sans atout*, and YZ make six by tricks (a Small Slam) and thirty for aces, winning the second game.

B deals and leaves it. A declares spades. Y doubles, and YZ make

two by cards, and AB two by honours. As Z has no trump, YZ score for Chicane.

Z deals and leaves it. Y declares spades, and YZ lose the odd trick and score two by honours.

A deals and leaves it. B declares diamonds, and AB make three by tricks and two by honours.

Y deals and declares clubs. YZ make three by tricks and two by honours.

B deals and leaves it. A declares *sans atout*, and AB make two by tricks and win the game and rubber, for which they add 100 to their score. Aces are divided.

The scores are totalled : AB's score = 226, from which YZ's total of 210 must be deducted. AB thus win 16 ; or, taking 10 points as the unit, 2 points. The unit may represent whatever points the players may wish to play for. Every 5 points or over count as one unit ; less than 5, as 0. Thus, 55 = 6 points, 64 = 6 points.

A table is appended showing the number of tricks, above six, that are required with various declarations, at each stage of the score, to carry it to 30.

Since spades are only called *faut de mieux*, and clubs are not often declared, the red suits and *sans atout* (or "no trumps") are the declarations requiring most attention.

A study of the following table will disclose the fact that the most important stages in the game are 6 and 18, whilst 12 and 14 are noticeable in a minor degree. The reason is, that at the score of 6, one trick less is necessary, not only in doubled spades, clubs, and doubled clubs, but also in diamonds, hearts, and *sans atout*, to make game.

NUMBER OF TRICKS (EXCEEDING SIX) REQUIRED TO
REACH THIRTY.

At the Score of	In Spades	In Spades Doubled	In Clubs	In Clubs Doubled	In Diamonds	In Hearts	In <i>Sans Atout</i>
0	—	—	—	4	5	4	3
2	—	7	7	4	5	4	3
4	—	7	7	4	5	4	3
6	—	6	6	3	4	3	2
8	—	6	6	3	4	3	2
10	—	5	5	3	4	3	2
12	—	5	5	3	3	3	2
14	—	4	4	2	3	2	2
16	7	4	4	2	3	2	2
18	6	3	3	2	2	2	1
20	5	3	3	2	2	2	1
22	4	2	2	1	2	1	1
24	3	2	2	1	1	1	1
26	2	1	1	1	1	1	1
28	1	1	1	1	1	1	1

At 12 and 14, one trick less is needed in diamonds and hearts respectively; whilst at 18, one less in diamonds or *sans atout* carries the score to 30.

All card-players know how difficult it often is to make that one extra trick, and a point in the score where it ceases to be essential in order to win the game, should be regarded as a land-mark.

The land-marks, therefore, of 6, 12, 14, and 18, should be kept carefully in view, since the declaration greatly depends, and often entirely hinges, upon them.

THE DECLARATION.

The object aimed at in Bridge is to score the greatest possible number of points, and the dealer's first consideration should be how best to achieve it.

Since the value of the tricks gained depends upon the declaration made, and since the reward for scoring thirty or more twice, before the opponents do so, is 100, the dealer naturally wishes to select a declaration by which he is most likely to make game, or, failing this, to advance his score as far as possible.

Points, however, are scored for honours as well as tricks, and when the dealer takes up his hand, he should, before making any declaration or leaving it to his partner, be influenced by three considerations, which are designedly placed in the following order—(i) the score, (ii) the possibility of making game, and (iii) honours.

From what has been already written of the score, it should be the declarant's object, at the score of love-all, to make a declaration which will give his side game, or advance it to one of the land-marks 18, 14, 12, or 6; or, failing this, to make such an one as will prevent his opponents from getting to six or more. As the score progresses, his aim will be to reach the different land-marks as tabulated, or prevent his adversaries from doing so.

Due regard, however, must be paid to honour scores; and in cases where, other conditions being

apparently equal, a choice has to be made between two declarations, preference should be given to the one whereby the higher honour score is probable. Likewise, when a heavy honour score is to be made, the declaration securing it should be selected, even though a small trick loss may result, as will be explained shortly.

Let it be granted, then, that the declarant's aim is to make such a declaration as will advance his score furthest.

Every Bridge player, when he deals, hopes to find, on taking up his hand, either four aces, or a quint major in hearts or diamonds, or even four honours in either of these suits. These hopes are seldom fulfilled; and since the next best way to make a big score is in *sans atout*, his first consideration is to see whether his hand is good enough to make this declaration.

SANS ATOUT, OR NO TRUMPS.

In playing the game without trumps, the dealer has a very considerable advantage. This has been tested in the empirical method by which certain Piquet odds were determined—*i.e.*, by a large number of ordinarily distributed hands being played, with *sans atout* declared every time. The result showed that the dealer made the odd trick or more in about seven times out of ten.

By knowing which are his strongest suits, and how they lie, he is in a better position to finesse than his opponents, who cannot tell how one

another's cards are divided. He is also able to bring in his long suits, and can habitually play false cards, whereas his opponents dare not do so, for fear of deceiving one another. He knows when a suit is established, and how best to unblock and bring it in, whilst his adversaries can only guess; he is thus altogether in a stronger position.

It may be urged that these advantages are discounted by the opponents having the first lead; but, unless the leader opens a suit in which he and his partner have overwhelming strength, the lead is not of such immense value, since it is made in the dark, and has to be made up to the dealer, who, before he plays any card, has seen the exposed hand, and is able to form his plan of campaign. If the cards are evenly distributed, the advantage the dealer has in playing Dummy will, in seven cases out of ten, give him the odd trick.

From the above, it follows that the dealer should, at the score of love-all, declare *sans atout* whenever he reasonably can. The question is, when can he do so with the hope of success?

Two conditions are requisite: (i) the hand should be above the average in trick-making power, and (ii) it should be securely guarded in at least three suits; with one exception, which will be given later.

The second condition is rendered necessary owing to the lead being with the adversaries. It would be of little use for the dealer to declare

sans atout on a hand containing a septième major in spades, without the means of getting the lead, even though he find his partner with a septième major in hearts, if blank in other suits; since most of these spades and hearts would have to be discarded on the clubs and diamonds led by the adversaries.

If, however, the declarant is guarded in three suits, it is three to one he will get in before any very serious score is piled up against him, and his own and his partner's winning cards and long suits can then be worked in to the best advantage.

To be securely guarded in a suit when there are no trumps, a player must hold—

The ace, with (if possible) two more at least.

The king, ten, and at least one other.

The queen, knave, and at least one other.

The queen, and at least three more.

The knave, ten, and at least two more.

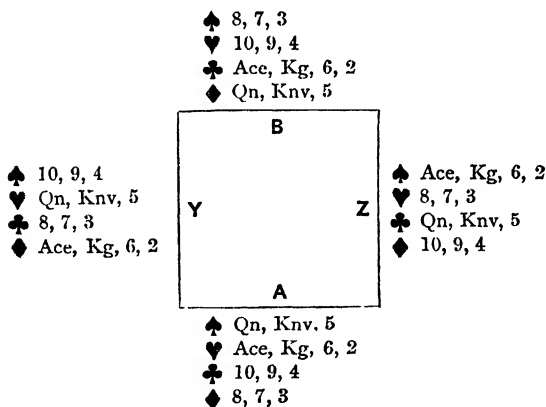
With only an average hand, it is hardly practicable to be securely guarded in three suits and still have a chance of making tricks, as the high cards are too distributed. Besides, with an average hand, provided the cards are evenly divided, the declarant can only expect to make the odd trick, and any little upsetting of the balance of distribution may result in his losing it. Since losing the odd trick, without trumps, instead of winning it, makes a difference of twenty-four in the score, it is too dangerous, except in desperate circumstances, to declare *sans atout* unless more than the odd

trick seems probable. Speaking generally, it is not sound, at the score of love-all, to make *any* offensive, as opposed to a defensive or spade declaration, unless the chances in favour of the declarant scoring two by tricks are as good as, or greater than, those of the adversary gaining the odd trick.

The next question is, what constitutes an average hand, and how much above the average should it be in order to justify the declaration of *sans atout*?

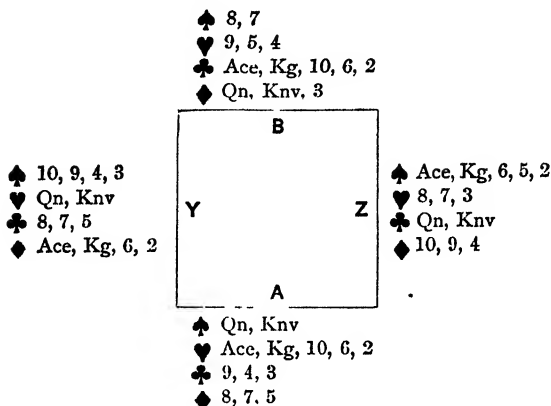
A hand of average strength is one containing ace, king, queen, knave, ten, nine, eight, seven, six, five, four, three, two. Much of its trick-making power, however, depends upon the distribution of the cards into suits.

Take these hands:—



If they are played *sans atout*, with either A, Y, B,

Yet once more:—



Were A to declare *sans atout*, AB would make five by tricks.

It is clear that Y must open with the two of diamonds, and the result will be five by tricks to AB.*

The above very plainly illustrates the great advantage the player of Dummy has. If Y could see Z's hand, YZ would, without trumps, make the odd trick, instead of losing five by cards.

In all the above examples each player holds all the cards necessary to make his hand of average strength; and every hand, on the face of it, looks

* The three preceding illustrative hands are, of course, not taken from actual play, but have been specially constructed for examples.

good for three tricks. This constitutes an average hand within the meaning of the Author. Yet it has been shown that the results are vastly different under different conditions, and it is obvious that the issue depends mainly on the distribution.

This matter has been gone into with some detail, because it is often urged that, when the dealer has a hand on which he expects to make four or five tricks (his proportion being three-and-a-half) he will probably find his partner unable to make more than one or two. This has been demonstrated, by the specimen hands given, to be a fallacy. In the case of a hand containing every card from an ace to a two, its trick-making capacity is affected by the way in which the cards are apportioned.

With average hands at *sans atout*, the expectation of each hand is three tricks, the odd one going to the dealer and his partner on account of their advantage in Dummy.

It is true that, if one player holds more than his share of high cards, such redundancy will be at the expense of the other three ; and that, as he has two opponents and only one partner, it is two to one that his partner will have less than his share. This deficiency does not necessarily mean that he will not be good for his share of three tricks ; and therefore, whenever any declaration is made, the declarant has reason to expect at least three tricks from his partner.

What constitutes an average hand has now been explained; as also why it is unsound to declare *sans atout* on only an average hand.

The next point is, "How much greater strength is needed in order to justify a *sans atout* declaration at the score of love-all?"

When there are no trumps, an ace may be regarded as a certain trick. Taking this as a basis of calculation, it is nine to four on a properly guarded king making a trick, and five to four against a properly guarded queen. Practically, then, it is an even chance that a properly guarded queen will make a trick. The dealer, by playing Dummy, has, with an average hand, the advantage of one trick. A properly guarded queen in addition gives him the advantage of a second trick. It has been stated that a declaration by which it appears that the declarant has as good a chance of making two by tricks as his adversaries have of making one, is a sound one. Therefore, one queen in addition to a hand of average strength, and three suits properly guarded, defines the minimum strength for a sound *sans atout* declaration at the score of love-all.

In order to gauge the fitness of a hand for a *sans atout* declaration by the above standard, the test is that none of the cards, down to an eight, which contribute towards the calculation of strength, should be either unprotected, or so insufficiently supported as to render them practically valueless.

A single ace does very little towards preventing the establishment of an adverse long suit, as it has to go to the first lead, whilst it may even block a long suit of one's partner. A single king, queen, or knave, is only a trifle more valuable than a small one. A suit consisting of queen, knave only, is of very little use ; whilst a ten, nine only, in a suit are greatly reduced in value.

Reference has been made to an exception to the condition of a *sans atout* hand requiring at least three suits to be properly guarded. This is when a player holds six or more certain tricks in clubs or spades, and one other ace. In these circumstances he should declare *sans atout*, even though blank in the other suits.

The reason is, that the odds in favour of his partner holding a card or cards in the suits in which he is void, thus preventing the adversaries from bringing them in, and getting in himself, are fully ten to one. With the lead, the declarant is sure of seven or eight tricks, and it is therefore ten to one on the odd trick, at least, being scored on such a combination. The declaration of *sans atout* is therefore proper.

It may be noticed that the six or more certain tricks are specifically defined as being in spades or clubs. The reason is, that if they are in hearts or diamonds, one of those suits must be declared in order to secure the honour score.

The declaration of *sans atout* with four aces in one hand admits of no exception. In order to

secure the honour score it is invariably made under all circumstances. With three aces in one hand it is customary to declare *sans atout*, even though the hand be *carte blanche*. This is a logical conclusion from what has preceded.

In *sans atout*, an ace is equal in strength to a little over a king and a knave. Two aces are therefore equal to two kings, a queen, and a knave. With an ace, two kings, a queen, and a knave, etc., and three suits guarded, *sans atout* is declared; therefore, with three aces it should be declared. There is an additional reason with three aces, and that is, that apart from being good for three certain tricks, they ensure an honour score of thirty.

An exception, however, is generally made to declaring *sans atout* on three aces, and that is when the declarant holds six or more hearts. Under these circumstances the practice is to declare hearts, because there is a greater probability of a trick score with this declaration than with *sans atout*. Only one more trick is necessary with hearts trumps to make game, than without trumps, and with six hearts it is found easier to make an additional trick.

It is true that with three aces declarant secures an honour score of thirty, with only two to one against forty, whereas if he has no honour in hearts, it is fifty-four to seven in favour of his opponents scoring two by honours, and only fourteen to five against their scoring four by honours. On the other hand, with three aces and six hearts,

the other suits must be very weak, and without trumps the likelihood of declarant making two by cards, rather than the adversaries the odd trick, is remote.

If there are six hearts and three aces in one hand, the other cards must be divided as follows (if one of the aces does not head the hearts): 5, 1, 1; 4, 2, 1; 3, 2, 2; or 3, 3, 1; or (if the ace of hearts is held): 6, 1, 0; 5, 2, 0; 4, 2, 1; 4, 3, 0; or 3, 3, 1. There may be three different distributions of the cards into these numbers, because there are three suits, but this in nowise affects the numerical division. In every case there is at least one very weak suit, which exposes the hand to great danger with a *sans atout* declaration.

If the six hearts are headed by the ace, it is only thirteen to four in favour of the adversaries holding two by honours, and eleven to two against their holding four.

The arguments apply with equal force to a very strong hand, as well as to *carte blanche*. With ten, eight, seven, six, five, three of hearts; ace, three, two of diamonds; ace, three, two of clubs; and ace of spades, anyone can see that there is a greater probability of scoring tricks with hearts trumps than *sans atout*. With ace, king, queen, eight, three, two of hearts; ace, knave, four of diamonds; ten of clubs; and ace, queen, two of spades, the game looks certain without trumps, reckoning on three tricks from partner; but, should declarant's adversaries hold all the clubs, and the knave of

hearts trebly guarded, and should either or both of the kings of diamonds or spades lie on declarant's left, the odd trick is certainly lost, and very possibly the game too. With hearts trumps, however, if partner is able to put down three tricks, by the aid of a long suit of spades ^{and}_{or} diamonds, the game is a certainty, even though adversaries hold all the clubs, the knave of hearts trebly guarded, and the two kings on the declarant's left. Therefore, with six hearts and a "no trump" hand, even if three aces are held, declare hearts and not *sans atout* at the score of love-all.

To declare *sans atout* at the score of love-all on a hand in which there is no ace, is never advisable, unless it is of most exceptional strength. The establishment of any suit becomes impracticable until the ace of it has been forced out, and it may perhaps, when it is cleared, be impossible to secure re-entry until all chance of making tricks in it has passed.

Take the following hand: king, queen of hearts; king, queen, knave, nine, eight of diamonds; queen, ten, eight of clubs; king, nine, eight of spades. It is more than a queen above the average in strength, and is guarded in all four suits; yet if the leader, holding ace, knave, ten, nine, four, two of hearts, leads a heart, the declarant will lose the odd trick at least, unless his partner holds two aces, one of which is the ace of diamonds. It is 13 to 4 against his partner holding any two aces. There is also the

chance of the declarant finding all four aces in one hand against him. The odds are $57\frac{1}{2}$ to one, but still there *is* the chance. On the above hand the dealer should declare diamonds.

Without an ace in his hand, the odds in favour of his opponents scoring at least thirty for aces are 13 to 4.

At the score of love-all, a *sans atout* declaration without an ace is not recommended, unless the declarant holds four kings and four queens, and an evenly-divided hand. On less strength than this, such a declaration should only be resorted to in cases where the score demands very bold measures.

With five or four honours in hearts or diamonds, one of these suits is always declared in preference to *sans atout* (unless there are four aces held), in order to secure the honour score; though, under very exceptional circumstances of the score, it may be necessary to declare *sans atout* rather than only four diamonds, giving up the honours in an effort to win the game and rubber.

At the score of love-all with this hand—queen, knave, four of hearts; ace, queen, knave, ten of diamonds; king, ten, two of clubs; seven, five, two of spades—the proper declaration is diamonds. Reverse the diamonds and spades, and *sans atout* should be declared.

It is conceivable that with only the ace, queen, knave, ten of diamonds, and two other aces, some players may prefer to face the loss of eighteen in

diamonds, in the hope of securing a higher trick score in *sans atout*; but the wisdom of thus sacrificing the substance to grasp at such a shadow is questionable. In either declaration the declarant's expectation must be two by cards. This in diamonds = 12, and in *sans atout* = 24. The net loss is still six, to say nothing of the fact that, on such a hand, it is probably easier to make tricks with diamonds trumps. For the sake of uniformity, diamonds should be declared even in such cases. The different kinds of hands upon which *sans atout* should be declared have now been explained.

ANALYSIS OF SANS ATOUT OR "NO-TRUMP" DECLARATIONS.

The following maxims should be observed, and, on less strength than the weakest of the hands given, this declaration, *at the score of love-all*, should not be made.

The dealer, or his partner when it is left to him, should always declare *sans atout*, or "no trumps," at the score of love-all, when his hand contains:

- (a) Four aces, whatever the other cards may be;
- (b) Three aces, unless six or more hearts are held;
- (c) At least one queen in excess of average strength, and three suits securely guarded;
- (d) Six or more certain tricks in spades or clubs, and one other ace,

unless five honours, or four honours, in hearts

or diamonds are held, when that suit must be declared.

Without an ace, *sans atout* should not be declared at the score of love-all, except with four kings and four queens, and an evenly-divided hand; and not even then, if four honours in hearts or diamonds are held.

HEARTS.

It has already been explained that, at the score of love-all, even on a *sans atout* hand, hearts should be declared by the dealer (unless he holds four aces) with six or more hearts, or with five honours, or with four honours in the suit. Hearts, however, must not be declared by the dealer if he holds only six of them, with no card in his hand (in any suit) higher than a ten. He cannot count on three tricks in hearts on such a hand, nor can he make a trick in any other suit. Still, with six small hearts and a couple of tricks in other suits, or with seven or more hearts, even though the hand has no card in it higher than a ten, hearts is the declaration, because, under such circumstances, the declarant may reasonably expect to make at least three tricks. There now remain for discussion only:

- (a) Hands containing four hearts that are not four honours; and
- (b) Hands with five hearts including less than four honours.

The only occasion when the dealer will have to consider a heart declaration at the score of love-all, with only four hearts, is when three of them are honours, and he also holds four diamonds with three honours, and weak clubs and spades. The ace and king should be two of the three honours in hearts, and the ace one of the diamond honours, though even with other high honours it seldom pays to pass on such a hand as ace, king, ten, nine of hearts; ace, queen, ten, four of diamonds; knave, seven, six of clubs; and nine, two of spades. The dealer cannot declare *sans atout* at the score of love-all; whilst with hearts trumps he ought to be able to make at least four tricks with it.

If he leaves it to his partner, it is extremely unlikely that the latter will be able to declare anything else than clubs or spades. Should he do this, without any great strength, they may be doubled; and, instead of making at least the odd trick in hearts, the dealer may possibly lose two or three tricks in doubled clubs or spades. Should the dealer's partner be strong in clubs or spades, or in both, the best chance of the highest score for them will still be by a heart declaration. An honour score of sixteen also is secured by declaring hearts, and under the above circumstances the best declaration would certainly seem to be hearts.

It would be difficult to instance any other description of hand containing only four hearts that

are not four honours, on which it would not be better, either to declare *sans atout*, or to leave the declaration to one's partner. At other scores than love-all, the state of the game may call for a heart declaration with only four, but such positions are very uncommon.

In regard to (*b*), *i.e.*, five hearts with less than four honours, there is a good deal to be considered.

On finding five such hearts in his hand, four questions present themselves to the dealer:—

1. Does this hand fulfil the conditions of a *sans atout* declaration?
2. If I leave it to my partner, are the probabilities in favour of his being able to declare *sans atout*?
3. Have I as good a chance, on this hand, of making two by tricks with hearts trumps, as my adversaries have of making the odd trick?
4. What are the chances of honours?

If he is able to answer the two first in the negative, the third in the affirmative, and finds the reply to the last satisfactory, he should declare hearts.

If the dealer has not a “no trump” hand, the declaration really depends upon the answer to the third question; because, since three tricks are expected from his partner, the dealer's hand must be, to all appearance, safe for at least five tricks,

in order to secure two by cards. It will be found that the reply to No. 3 will practically supply answers for Nos. 2 and 4. Because the only kinds of hands, with one exception, that will be good for five tricks (with hearts trumps, and only five hearts with less than four honours), and yet are not *sans atout* hands, are hands containing—

- (a) Five hearts, headed by a tierce major and one certain trick outside trumps;
- (b) Five hearts with three honours, and two practically certain tricks outside trumps; and
- (c) Five hearts with two honours, one of which should be ace, king, or queen, and three extremely probable tricks outside trumps; or three tricks in trumps, and two extremely probable tricks outside trumps.

The tricks outside trumps may be looked for either from aces and kings, or from a longish strong suit, such as king, queen, knave, and another, or queen, knave, ten, nine.

The exception referred to is, when five small hearts without an honour are held, together with six, or at least five, practically certain tricks in two other suits, and the fourth suit impotent. In such cases, the odds in favour of the adversaries holding four by honours or two by honours are 14 to 5 and 54 to 7 respectively. The expectation of the declarants, with such cards, would be three by cards, and perhaps game; and the honours loss

may, therefore, be risked. It is easy to see that with five small hearts and two little spades, the dealer with (say) two tierces major in clubs and diamonds, stands a good chance of game by declaring hearts as trumps, whereas he cannot declare *sans atout*, nor is any declaration other than spades very likely from his partner.

With five small hearts and a long, strong, suit of spades or clubs—say, six headed by a tierce major—the case is different, since with such weak trumps there would be difficulty in extracting trumps for the bringing in of the long suit.

Therefore, unless there is a good chance of game with hearts trumps, it is injudicious to declare them, and risk the honour loss without an honour or with only one.

In the hands (preceding the exception) instanced above, it follows that if the dealer has a hand containing—

♥ . . . Ace, Kg, Qn, } or { ♥ . . . Kg, Qn, 10,
and two small ones, and } { and two small ones, and two
one certain trick, } { practically certain tricks,

or— ♥ . . . Ace, Knv,
and three small ones, and three extremely probable tricks,

and yet has a hand upon which he cannot declare *sans atout*, he must have some such other cards as these—

♠ 9, 4	♠ 4, 2	Kg, Qn, Kv, 10
♦ 8, 7, 5	♦ 9, 8, 3	Knv, 9
♣ Kg, Qn, 6	♣ Ace, Qn, Knv	♣ 5, 2

In no case do these hands fulfil the conditions necessary for a *sans atout* declaration; yet there is very little probability of partner being able to declare *sans atout* if it is left to him, owing to his weakness in two suits. Besides, these hands are above the average strength; and such being the case, the chances are against partner also holding a hand above the average. Should he, nevertheless, do so, there is no particular reason why four by tricks should not be made equally well with hearts trumps, as three by tricks in *sans atout*. In two of the hands given above, an honour score of sixteen is secured by a heart declaration, and in the third it is 703 to 325 in favour of partner holding at least one honour.

Therefore, as dealer, at the score of love-all, declare hearts on five, if they contain at least two honours (one of which is the ace, king, or queen), and if the hand looks good for five tricks at least; provided that *sans atout* cannot be declared because two suits are unguarded.

Do not, at the score of love-all, declare hearts on less strength than has been indicated, but leave the declaration to your partner.

Before declaring hearts, care must be taken to estimate accurately the capacity of the hand for making five tricks. In the examples given, the hands are about as weak as is compatible with this condition.

DIAMONDS.

In the case of diamond declarations, another factor has to be taken into account ; and that is, that there are two declarations, more profitable than diamonds, open to your partner if it is left to him.

A considerable section of Bridge players, especially in the United States, will never declare diamonds at the score of love. If they cannot declare *sans atout*, they prefer, even when holding very strong diamonds, to give their partners an opportunity of declaring *sans atout* or hearts. Such hopes, more often than not, result in disappointment.

If the dealer's hand is very weak, except in diamonds, and his partner is able to declare *sans atout*, the result is frequently disastrous.

If it is fairly strong in other suits as well, it will probably, with its strength in diamonds, be above the average, and partner will not be able to declare *sans atout*. Dealer's partner may, if it is left to him, declare hearts on moderate strength, and the odd trick or more may be lost as a consequence ; or he may have to declare clubs or spades on a fair all-round hand, upon which he can, nevertheless, declare nothing else. It needs no demonstration to see that the chances of dealer's partner having to declare spades or clubs, are just the same as that he may be able to declare *sans atout* or hearts.

Weighing all things in the balance, it will be

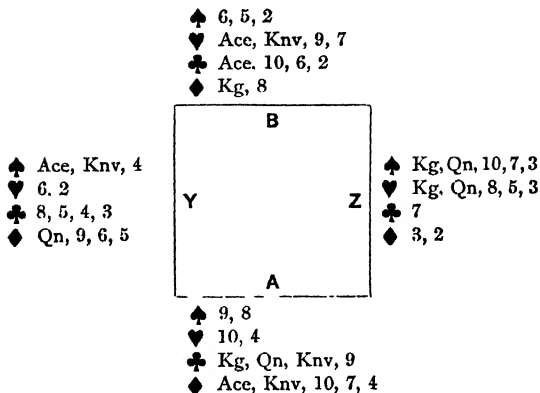
found that this prejudice against declaring diamonds at the score of love will not stand the test of experience. In perusing the following guiding principles for diamond declarations, it must be remembered that they are subordinate to the rules that, whenever four aces are held by the dealer, he must declare *sans atout*, no matter what the other cards in his hand may be; and that, failing four aces, he must, if he holds four or five honours in hearts, declare that suit, irrespective of the composition of the rest of his hand.

At the score of love-all, the dealer should declare diamonds if he has four or five honours in the suit, even with a *sans atout* hand, as has been previously explained; or if he has seven or more diamonds, even though he holds a *sans atout* hand or three aces, as was explained in the case of six hearts. With seven or more diamonds, diamonds should be declared, even on a hand without a court card in it.

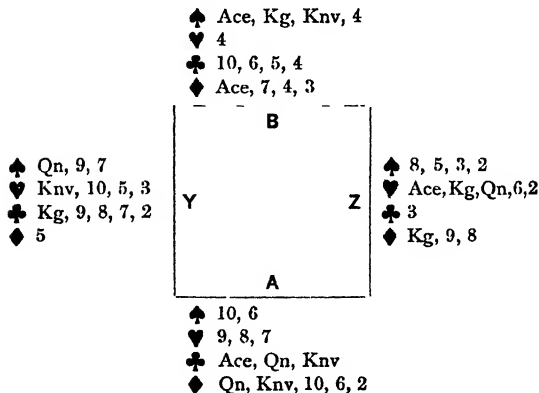
With four diamonds, other than four honours, diamonds should never be declared at the score of love-all.

With five diamonds, including less than four honours, diamonds should not be declared at the score of love-all, unless the hand is not a *sans atout* hand (or if a *sans atout* hand, unless it contains no ace), and unless the diamonds are headed by three honours, and the hand is otherwise strong enough for the declarant to reckon upon making at least five tricks with it.

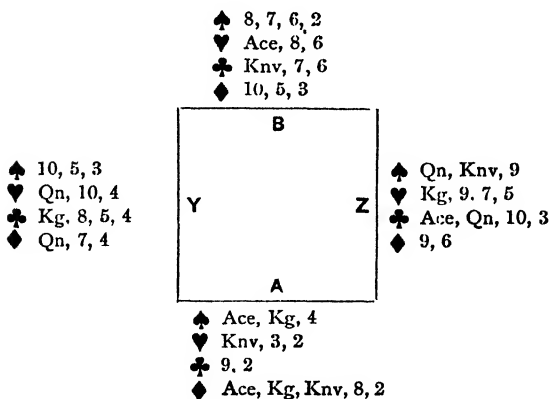
Here are two examples:—



and



In neither instance has A (the dealer) got a *sans atout* hand. He is certain of two by honours by declaring diamonds, and has a reasonable probability of making five tricks in his own hand. With the first hand, by declaring diamonds, he makes two by tricks and four by honours; and with the second, five by tricks and four by honours. Had he left it to his partner, spades would have been declared on both occasions. Hands have purposely been selected (out of many) that are about as weak as any reasonable person could expect to get five tricks out of, and a little greater strength should be looked for. For instance, the dealer (A), with such a hand as the following,



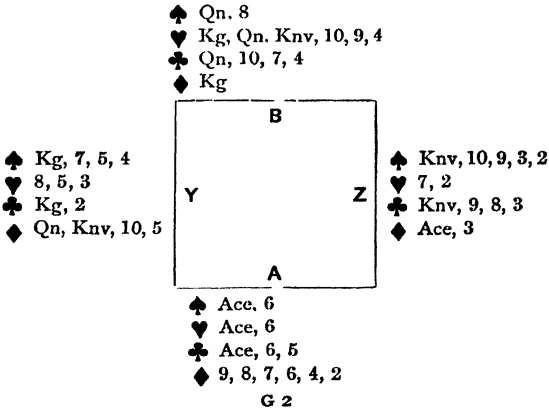
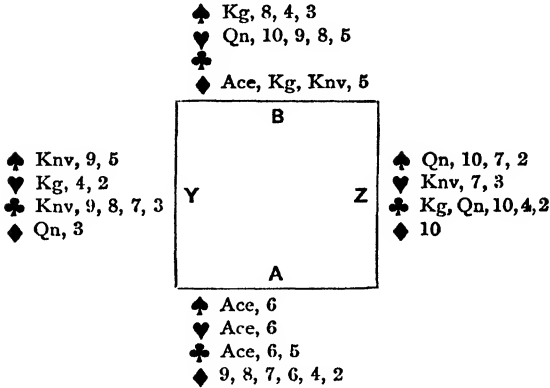
should cheerfully declare diamonds. Although, owing to the very poor collection held by his

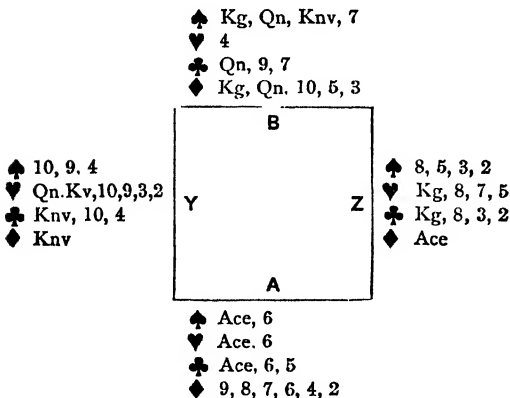
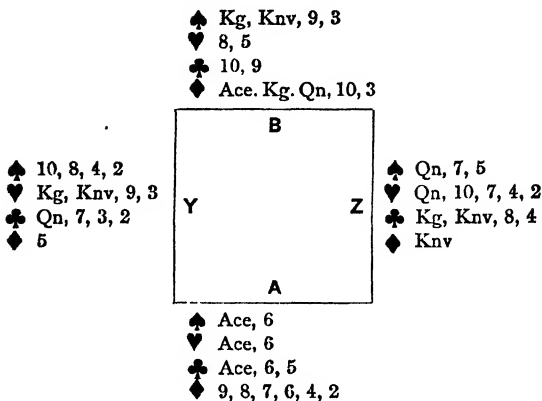
partner, he only makes two by cards, he nevertheless thereby advances his score to the twelve mark, and secures in addition an honour score of twenty-four. Had he left it, his partner would have had to declare spades, and although they would have made the odd trick, they would have lost two by honours.

Diamonds may also be declared with five and *two* honours, at the score of love-all, if the hand contains five certain tricks, and is yet not a *sans atout* hand—e.g., with ace, king, eight, seven, six of diamonds; knave, three, two of hearts; ace, king, queen of clubs; and eight, six of spades, it is extremely unlikely that one's partner, if it is left to him, will be able to declare no trumps; and it is better to secure two or three by tricks in diamonds, than to leave it in the hope of hearts being declared, with a much greater likelihood of a spade declaration.

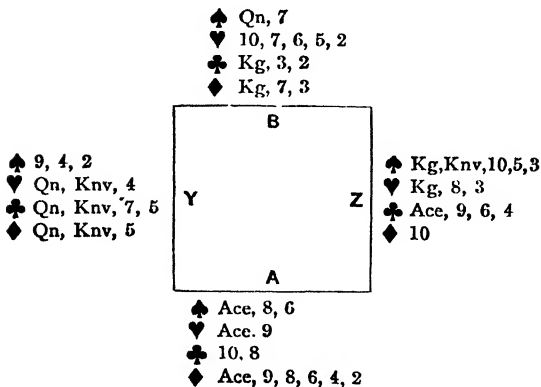
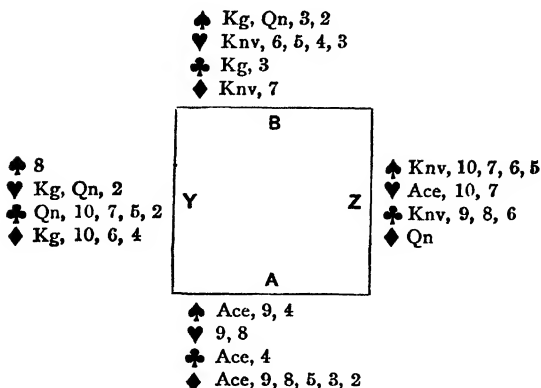
With six diamonds, the position has to be examined at considerably greater length—to begin with, the case of a *carte blanche* and six diamonds, and the other three suits headed by an ace. The trick gain will generally be found to be greater with diamonds trumps than in *sans atout*, but the honours, without trumps, will usually more than compensate for this.

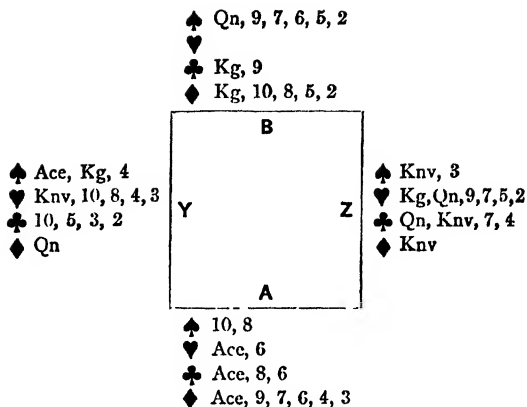
Here are four examples:—





If A, in all these four hands, declares *sans atout*, he will make four by tricks, four by tricks, four by





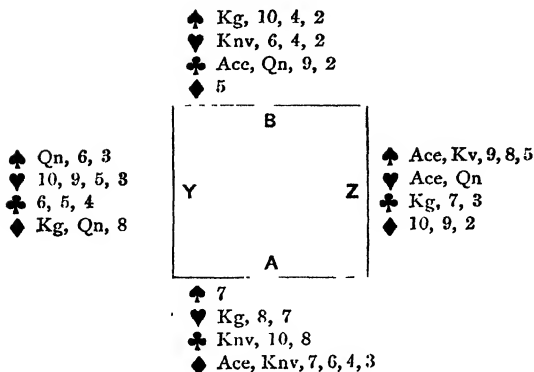
If A declares *sans atout* every time, he wins the odd trick, loses the odd trick, and wins three by tricks twice. If he declares diamonds, he wins three by tricks, two by tricks, two by tricks, and five by tricks—that is to say, the value of the tricks won without trumps, and with diamonds trumps, is seventy-two; but whereas without trumps two games are won, with diamonds trumps only one game is won. The honour scores are rather remarkable, inasmuch as in the preceding four hands, when A had no honour in his hand four times, his partner held two by honours twice, and eight by honours once, with one honour the other time. With one honour in his hand in these four hands, his partner only held

two honours once, and one honour the other three times ; consequently the honour score, in the last four hands, is one hundred and twenty in A's favour *sans atout*, and twenty-four against him if diamonds are trumps. With three aces, a *carte blanche*, and six diamonds, therefore, do not declare diamonds, but *sans atout*.

With six diamonds and a "no trump" hand, with less than three aces, much depends on the kind of hand. If the diamonds lack both ace and king, their establishment without trumps will be difficult. Speaking generally, unless the other suits are very strong, it is better, if the diamonds contain nothing higher than a queen, to declare that suit in preference to *sans atout* at the score of love-all. With ace, six of hearts ; queen, ten, nine, six, five, two, of diamonds ; king, queen of clubs ; and queen, knave, five of spades, for instance, diamonds would give the best chance of profit. If the diamonds are headed by the ace, or king and queen, and there is a likelihood of bringing them in, *sans atout* would be a better declaration.

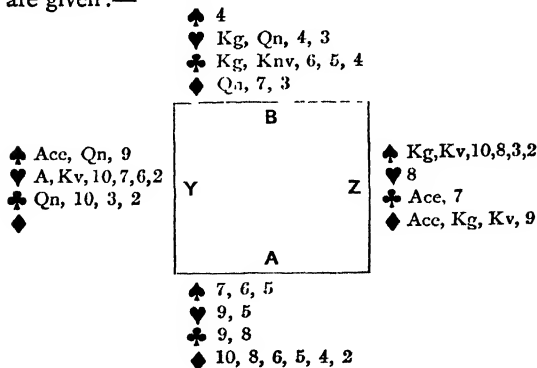
With six diamonds and an ordinary hand, that is still not a *sans atout* hand, diamonds should be declared if the hand seems likely to make five tricks. It will generally be found more remunerative to declare diamonds than to leave it.

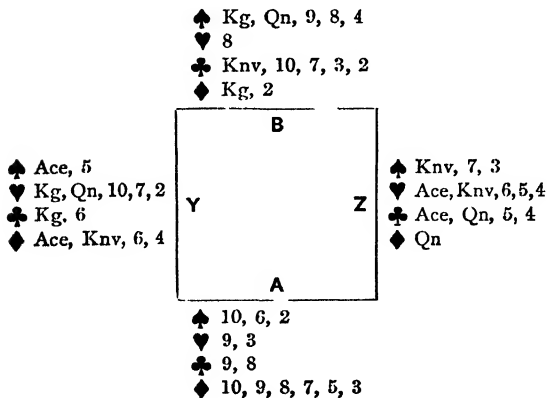
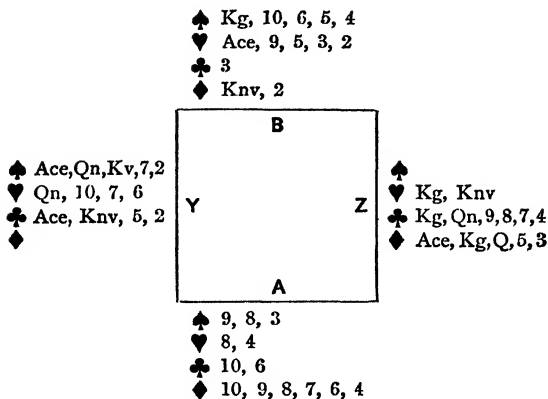
Here is an example:—



By declaring diamonds, A makes two by cards. If he left it, his partner could only declare spades.

With six diamonds and a *carte blanche* without an ace, spades should be declared. Three examples are given :—





In these three hands, if diamonds are declared, two by tricks, three by tricks, and two by tricks, would be lost. As three tricks cannot be made in diamonds, and as there is no trick in any other suit, spades should be called in every case. In the first hand, they would be doubled, and a Small Slam would be lost; in the second hand, they would be doubled, and two by tricks would be lost; and in the third hand the odd trick would be lost. Nevertheless, if diamonds are declared, the result, including honours, would be a loss of one hundred and two points, whereas with spades trumps only sixty-eight points are lost. With less than seven diamonds, therefore, and a hand that contains no ace, and is *carte blanche*, diamonds should not be declared. With seven or more, the dealer may reasonably expect three tricks in the suit, if he declares it trumps, and should declare diamonds accordingly.



BLACK SUIT DECLARATIONS.

The black suit declarations concern the dealer's partner more than the dealer, who will not often have to declare a black suit except to fit the score.

The question whether an offensive declaration of a black suit, at the score of love, should ever be made or not, is one upon which authorities are not in universal agreement.

In Europe there are many players who, rather than leave it in such cases, will always declare offensively, not only clubs, but also spades, if they hold four or five honours in the suit, and have not a hand upon which they can make a "no trump" or red suit declaration. The reason, of course, is of the "bird in the hand" nature. Advocates of this principle argue that it is better to secure the honour score at once, than to pass it in the hope of partner being able to make a more valuable declaration.

In the case of spades, it does not appear sound to declare them offensively, solely for the honour score, since the whole five in one hand are only worth 20, and this does not compensate for the possible loss incurred by not leaving it. The dealer's partner may be able to

declare *sans atout*, or a red suit, or even clubs, all of which may possibly show a higher total score; whilst, if the worst comes to the worst, he will himself declare spades. Spades, therefore, should never be declared offensively by the dealer at the score of love-all.

With regard to clubs, experience seems to point to the conclusion that, under certain circumstances, the greater gain in the long run results from declaring them.

These circumstances—and they are the only ones under which clubs should be offensively declared by the dealer at the score of love-all—are when he holds a hand containing five or more clubs, including not less than four honours, upon which he is not able to declare *sans atout* or a red suit.

In such cases, it will generally be found to be more profitable to declare clubs than to leave it. If the dealer has no card in any of the other three suits higher than a knave, and he leaves it, his partner may either declare *sans atout* or a red suit. Finding the dealer so weak, the result is seldom satisfactory. On the other hand, if the dealer has one or two high cards in the other suits, his partner, if it is left to him, will generally have to resort to spades, which of course turn out less remunerative.

Five examples are now given of the dealer declaring clubs on five with four honours, and no card in the remainder of his hand higher

than a knave. One is shown when he leaves it, and his partner declares *sans atout*; and two are given when the dealer declares clubs on six with four honours, and higher cards than a knave in the other suits. The hands are numbered 1 to 8.

In No. 1 the declarant loses 2 by cards in clubs, and counts 32 for honours and 8 for Chicane. Total + 32. If he had left it, his partner would have had to declare spades, and they would have made 2 by cards and counted 8 for honours. Total + 12. Gain by declaring clubs, 20.

In No. 2 the declarant makes three by cards in clubs, and counts 32 for honours. Total + 44. If he had left it, his partner would have declared diamonds, and they would have made 2 by cards and 2 by honours. Total + 24. Gain by declaring clubs, 20.

In No. 3 the declarant makes 3 by cards in clubs, and counts 36 for honours, adversaries scoring 8 for Chicane. Total + 40. If he had left it, his partner would have declared diamonds, and they would have lost the odd trick and scored 4 by honours. Total + 18. Gain by declaring clubs, 22.

In No. 4 the declarant makes the odd trick in clubs, and counts 32 for honours, less 8 scored for Chicane by the adversaries. Total + 28. If he had left it, his partner would have had to declare spades, and they would have lost the

odd trick and scored 2 by honours. Total + 2. Gain by declaring clubs, 26.

In No. 5 the declarant makes 2 by cards in clubs, and counts 36 for honours. Total + 44. If he had left it, his partner would have declared hearts, and they would have made 2 by cards and scored 72 for honours. Total + 88. Loss by declaring clubs, 44.

In No. 6 the dealer, had he declared clubs, would have made 3 by cards and scored 32 for honours. Total + 44. He left it, and his partner declared *sans atout*. They lost the odd trick and scored nothing for aces. Total - 12. Loss by *not* declaring clubs, 56.

In No. 7 the declarant makes 5 by cards in clubs, and counts 32 for honours. Total + 52. If he had left it, his partner would have had to declare spades, and they would have made 4 by cards and 4 by honours. Total + 16. Gain by declaring clubs, 36.

In No. 8 the declarant makes 3 by cards in clubs, and counts 32 for honours and 8 for Chicane. Total + 52. If he had left it, his partner would have had to declare spades, and they would have made 3 by cards and 2 by honours. Total + 10. Gain by declaring clubs, 42.

Thus, in the following eight games, the gross number of points gained by declaring clubs instead of leaving it, is 178; whilst the gain in the trick scores only is 46.

HAND I.

♠ Ace, Kg, 10, 6, 3, 2

♥ Kg, 9, 5, 4

♣

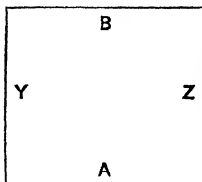
♦ 8, 7, 3

♠ 8

♥ Ace, Qn, 7, 6

♣ 9, 8, 7, 4, 3

♦ Ace, Knv, 2



♠ Qn, 9, 5

♥ Knv, 3

♣ Kg, 5, 2

♦ Kg, Qn, 10, 5, 4

♠ Knv, 7, 4

♥ 10, 8, 2

♣ Ace, Qn, Kv, 10, 6

♦ 9, 6

HAND II.

♠ Kg

♥ Qn, 10, 6, 4

♣ 7, 5, 2

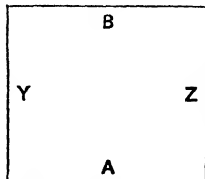
♦ Kg, Qn, 8, 7, 5

♠ Ace, 7, 5

♥ Ace, Kg, 8, 7, 3

♣ 9, 6

♦ Ace, 6, 4



♠ Qn, Kv, 9, 4, 3, 2

♥ 9, 5

♣ Qn, 8, 3

♦ Knv, 9

♠ 10, 8, 6

♥ Knv, 2

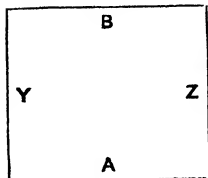
♣ Ace, Kg, Kv, 10, 4

♦ 10, 3, 2

HAND III.

♠ 4
 ♥ K_{nv}, 7, 4
 ♣ Ace, 9, 7, 5
 ♦ Ace, Q_n, 10, 8, 6

♠ Ace, K_g, 7, 6, 5
 ♥ 10, 8
 ♣ 6, 4, 3, 2
 ♦ K_g, 7



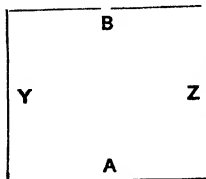
♠ Q_n, K_{nv}, 10, 3
 ♥ Ace, K_g, Q_n, 6, 2
 ♣
 ♦ 9, 4, 3, 2

♠ 9, 8, 2
 ♥ 9, 5, 3
 ♣ K_g, Q_n, K_v, 10, 8
 ♦ K_{nv}, 5

HAND IV.

♠ K_g, 10, 7, 2
 ♥ K_{nv}, 5, 4, 3
 ♣ 7, 6, 3
 ♦ K_g, 4

♠ Q_n, 9, 8, 3
 ♥ Ace, 9, 2
 ♣
 ♦ A, Q, K_v, 9, 7, 3



♠ Ace, 4
 ♥ K_g, Q_n, 10, 7
 ♣ 10, 9, 8, 4, 2
 ♦ 5, 2

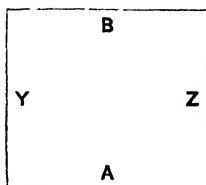
♠ K_{nv}, 6, 5
 ♥ 8, 6
 ♣ Ace, K_g, Q_n, K_v, 5
 ♦ 10, 8, 6

H

HAND V.

♠ Qn, 4
 ♥ Ace, Kg, Qn, 10, 8
 ♣ Knv, 9, 6
 ♦ 8, 3, 2

♠ 10, 7, 6, 5
 ♥ 6, 5, 2
 ♣ 8, 7
 ♦ Ace, Kg, Qn, 4



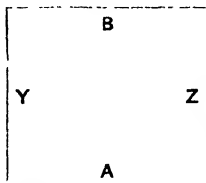
♠ Ace, Kg, 3, 2
 ♥ 9, 4, 3
 ♣ 5, 3, 2
 ♦ Knv, 9, 5

♠ Knv, 9, 8
 ♥ Knv, 7
 ♣ Ace, Kg, Qn, 10, 4
 ♦ 10, 7, 6

HAND VI.

♠ Qn, Knv, 9, 8
 ♥ Ace, Qn
 ♣ 8, 2
 ♦ Kg, Qn, 9, 6, 5

♠ Ace, 7, 3
 ♥ Kg, 6, 3, 2
 ♣ Knv, 9, 7, 5
 ♦ Knv, 3



♠ Kg, 4, 2
 ♥ 10, 9, 8, 5, 4
 ♣ 6, 4
 ♦ Ace, 8, 7

♠ 10, 6, 5
 ♥ Knv, 7
 ♣ Ace, Kg, Qn, 10, 3
 ♦ 10, 4, 2

HAND VII.

♠ Ace, Kg, Knv, 9, 5

♥ 9, 3, 2

♣ 7

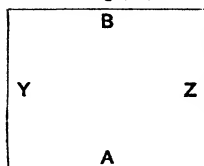
♦ Ace, Qn, 9, 4

♠ 8, 7, 3

♥ Ace, 5

♣ Knv, 6, 5, 4

♦ Kg, Knv, 5, 3



♠ 10, 6, 4

♥ Q, Kv, 10, 8, 7, 4

♣ 9, 2

♦ 8, 6

♠ Qn, 2

♥ Kg, 6

♣ Ace, Kg, Q, 10, 8, 3

♦ 10, 7, 2

HAND VIII.

♠ Kg, 10, 8, 6, 5

♥ Kg, Knv, 6

♣

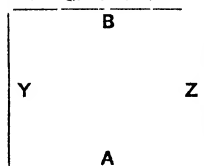
♦ Kg, 8, 5, 3, 2

♠ 3, 2

♥ Ace, 10, 4, 2

♣ 10, 8, 6, 3

♦ 10, 6, 4



♠ Ace, Qn, 7, 4

♥ 9, 7, 5, 3

♣ 9, 7, 2

♦ Ace, Knv

♠ Knv, 9

♥ Qn, 8

♣ Ace, Kg, Q, Kv, 5, 4

♦ Qn, 9, 7

Therefore as dealer, at the score of love-all, declare clubs with five or more, including not less than four honours, provided the hand is not a *sans about* hand, and a red suit cannot be declared.

The reader may, perhaps, wonder why the distinguishing adjective "offensive" has been used in the preceding remarks in connection with club and spade declarations. It is employed to discriminate them by contrast from defensive or protective declarations.

Throughout these pages it has consistently been held that the dealer, when making any declaration, works upon the reasonable hypothesis that assistance from his partner's hand, to the extent of three tricks, will be obtained. It need not be that these three tricks must be made by high cards. As was shown in the "average" hands, used as illustrations when discussing *sans atout* declarations, a long suit, or the distribution of suits and cards, has much to do with the trick-making value of a hand. Still, three tricks are looked for in some form.

Obviously, then, the dealer's partner has a most undoubted right to expect three tricks from the dealer's hand if it is left to him. In the dealer's case, he works upon an assumption. The dealer having seen his hand, and then left it, the dealer's partner works upon a positive assurance.

Unless, therefore, the dealer has a hand in which there exist the rudiments for supplying a reasonable expectation of three tricks, he has no right to leave it to his partner.

By the law of averages, the probabilities of the dealer's partner having a hand above the

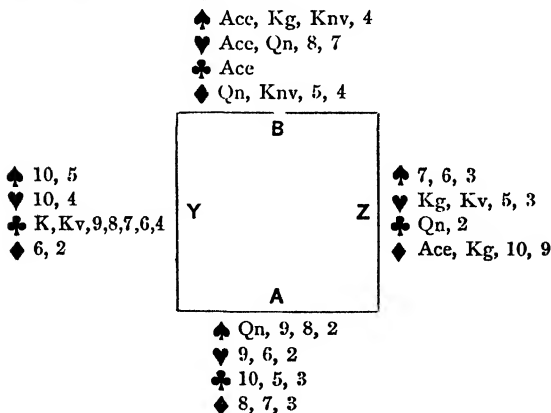
average, if the dealer has a very poor one, are considerable. Having a hand above the average, he will very likely be able to declare *sans atout*; or he may declare hearts or even diamonds, and, as no assistance will be forthcoming from the dealer's hand, the result will perhaps be the loss of the game in *sans atout*, or of several expensive tricks in hearts or diamonds, should one of those suits be selected. It is the dealer's duty to prevent this loss. For him to leave the declaration to his partner, on a hand by which he has no chance of making three tricks, is to deliberately deceive that partner into making a declaration upon false premises, and is altogether inexcusable.

If the dealer at the score of love-all, or at any other stage of the game, has a wretched hand with no ace and no reasonable probability of three tricks in it, *he must declare spades*, unless he holds five clubs with two honours, or six or more clubs and only one or two little spades. In these exceptional cases clubs should be declared in preference to spades. With one or two little spades, spades may be doubled, and will then be worth as much as the clubs (which on such strength are not likely to be doubled), and it is better to hold five or six trumps than one or two, when both are of the same counting value.

These are what are meant by defensive declarations, and their aim is to minimise the loss that otherwise might accrue on a very poor hand.

The measure of strength upon which a defensive declaration should be made, is not easily specifically definable, since tricks are not always made by aces, kings, and queens. Nevertheless, in the opinion of competent authorities, unless the dealer's hand contains strength equivalent to at least two queens, properly guarded, with one of them heading a suit of not less than four, the declaration should not be left.

In the following example the dealer (A) declared spades, and made two by cards. His partner would have declared "no trumps" if it had been left, and although he held such an unusually good hand, this would have resulted in the loss of two by tricks:—



It is especially in order to avoid results such as these that the above rule is formulated.

All the various declarations that should be made by the dealer at the score of love-all have now been described ; and, although nothing approaching infallibility is claimed for them, it will be found that players who adhere carefully to the principles laid down, will not often find themselves very seriously wrong.



ANALYSIS OF TRUMP DECLARATIONS TO BE MADE BY THE DEALER *at the Score of Love-all.*

The following analysis of declarations should be
familiarily known by all Bridge players :—

HEARTS.

Hearts should be declared by the dealer *at the
score of love-all*, when he holds—

Five honours in hearts.

Four honours in hearts.

Six or more hearts with less
than four honours (except
that hearts must not be
declared with six only, and
none higher than the ten,
unless the hand contains
two other probable tricks).

Five hearts, if they contain at
least two honours, one of
which is ace, king, or
queen, provided the hand
seems certainly good for
five tricks at least, and
yet *sans atout* cannot be
declared owing to two
suits being unguarded.

Five small hearts, and at least
five certain tricks outside
trumps, provided *sans
atout* cannot be declared
owing to a second suit con-
taining only small cards.

Unless the hand
contains four aces.

Unless the hand
contains four or five
honours in diamonds.

Four hearts with three honours, if they are accompanied
by four diamonds with three honours and small
clubs and spades.

DIAMONDS.

Diamonds should be declared by the dealer *at the score of love-all*, when he holds—

- | | | |
|---|---|---|
| Five honours in diamonds. | } | Unless four aces, or four or five honours in hearts, are held. |
| Four honours in diamonds. | | |
| Seven or more diamonds with less than four honours. | | |
| Six diamonds, if the hand is not a <i>sans atout</i> hand, but is still good for five tricks with diamonds trumps. | } | Unless he also holds six hearts, and the diamonds are good for at least two tricks. |
| Six diamonds, if the hand is a <i>sans atout</i> hand containing less than three aces, yet is not a very strong one, and the diamonds are not headed by the ace, or king and queen. | | |
| Five diamonds (unless the hand is a <i>sans atout</i> hand, or even if it is a <i>sans atout</i> hand without an ace), provided they are headed by three honours (or in some cases two honours), and the hand is good for five tricks at least. | | |

CLUBS.

Clubs should only be declared offensively by the dealer *at the score of love-all*, when his hand is not adapted for a *sans atout* declaration, or for either of the red suit declarations, provided that he has five or more clubs with at least four honours.

SPADES.

Spades should never be declared offensively by the dealer *at the score of love-all*.

DEFENSIVE DECLARATIONS.

When the dealer holds a hand which does not contain any ace, or a suit of seven or more hearts or diamonds, and is of less strength than is indicated by the possession of at least two properly guarded queens (one of which must head a suit of not less than four), so that it seems improbable that he can make at least two tricks, he must not leave the declaration to his partner, but *must declare spades*. Except that, if in such circumstances he has only one or two small spades, and holds five clubs with two honours, or six or more clubs, he should select clubs in preference to spades. This rule applies at all scores.



LEAVING IT TO ONE'S PARTNER.

Having a hand upon which he is unable to make any offensive declaration as epitomised in the foregoing analysis, and upon which he is not obliged to declare spades or clubs defensively, the dealer must leave the declaration to his partner.

In Europe* it is part of the dealer's creed not to pass to his partner without some strength in hearts. Apart from the restrictive influence this principle has upon the game, the existence of considerable latitude as to what constitutes "some strength in hearts," militates against its efficacy. Some players deem a singly guarded ten or knave sufficient protection; but experience tends to show that, speaking generally, strict adherents to this rule will not pass upon less strength than three hearts at least, one of which is an honour. As a consequence of this convention, the dealer's partner, in places where it prevails, will sometimes, when it is left to him, declare hearts on only knave, ten, and two small ones.

In the present work, this practice of not passing without some strength in hearts is not upheld. It is discountenanced owing to its mischievous effect on both the dealer and his partner. In the case of the former, it may sometimes compel a

* Whenever "Europe" is cited in this book, reference is more particularly intended to South-Eastern Europe (Turkey, Greece, and the surrounding countries), where Bridge is supposed to have originated.

declaration when a more profitable one may not unreasonably be expected from his partner if it is left to him; and in the case of the latter, it encourages him to declare hearts on insufficient strength. It is evident that, with such a hand as five, four of hearts; king, ten, three of diamonds; queen, eight, seven, four of clubs; and ace, ten, eight, six of spades, the only declaration the dealer can make is spades, and it is clearly more advantageous to leave it; yet, according to European ethics, it would be wrong to do so with such weakness in hearts.

Having expressed disapproval of the practice of not passing without some strength in hearts, provision has had to be made to safeguard the dealer from his partner declaring hearts on inadequate strength. This has been done in defining the minimum strength upon which such declarations are to be made by the dealer's partner when it is left to him. A careful comparison of the two systems will, it is believed, satisfy the student that the method advocated by the Author is the sounder plan.

DECLARATIONS BY THE DEALER'S PARTNER WHEN IT IS LEFT TO HIM.

So far, only declarations by the dealer have been treated of. Declarations by the dealer's partner, when it is left to him, have now to be considered. All the declarations decreed in the preceding pages as being incumbent on the dealer at the

score of love-all, are also equally binding on his partner when it is left to him. As, however, the dealer, when he is unable to make any offensive declaration in accordance with the principles enumerated for his guidance, and yet has a hand upon which he may make three tricks, has the option of passing the onus of the declaration to his partner, he is not entitled to avail himself of quite so much latitude as the latter.

The dealer's partner, when it is left to him, is obliged to make some declaration, and, since he cannot rid himself of the responsibility by passing it to somebody else, he is given a freer hand, and is allowed to declare hearts or diamonds, if he holds five with two honours (one of which is the ace, king, or queen), provided that it seems likely that he can make four tricks with the cards in his hand, should he so declare. Even with four hearts or four diamonds, conditional on their being headed by a tierce major or tierce king, the dealer's partner may declare hearts or diamonds, provided he has not a *sans atout* hand, and can reckon on making at least four certain tricks in his hand with such declaration.

If the dealer's partner, when it is left to him, holds a hand upon which he cannot make any of the offensive declarations specified for the dealer, and cannot declare a red suit on the minimum strength just defined, he must declare spades, unless he holds only one or two small spades, and has at least five clubs with two honours. In the

latter case, he may declare clubs, for reasons already given when treating of defensive declarations by the dealer. When it is left to him, the dealer's partner knows he cannot expect very much from the dealer. He knows that the dealer has less than three aces, and less than four honours in hearts and diamonds; that he does not hold a *sans atout* hand, nor any of the heart or diamond hands set forth in the analysis, nor even overwhelmingly strong clubs; and he must therefore be content to declare spades unless he is sure of at least four tricks with any other declaration. Even when the dealer's partner's spades are very weak, the dealer may have considerable strength in the suit, since he would never, at the score of love-all, declare them offensively.

DECLARATIONS TO THE SCORE

Hitherto only declarations at the score of love-all have been dealt with; but, naturally, far the greater number will have to be made at points of the score other than love-all.

It follows that, if a declaration is sound at the score of love-all, it is, *à fortiori*, sound *quâ* trick-making, at any other stage of the game; but whereas the dealer, at the score of love-all (because in that position it is necessary for him to make 30 in order to win the game), desires to select the most valuable declaration, in the hope of either reaching that goal, or being advanced as far as possible on the road to it, it by no means follows, when both

sides have made some progress in the game, that the most expensive declaration is always the most expedient.

At the various points in the score considerable judgment has at times to be exercised by the declarant in the choice of a declaration, and to assist him to some extent in arriving at a decision the table on page 56 will be found useful.

Declarations to the score may be divided into two main branches. There is the safe declaration, when the declarant is ahead, and he does not wish to run any undue risks; and there is the despairing declaration, when the adversaries are almost out and the declarant is a long way behind, when it is necessary for him to strain every nerve, in the face of most extravagant odds, in an attempt to achieve victory on the post. There are graded modifications of both forms, but these are the broad distinctions.

Since the game is the haven steered for, it is unnecessary to make a declaration that may score 24, when one can be made that will score 6, provided that 6 is all that is needed to carry the declarant out, especially if the adversaries need more than 6. The state of the score is the dominant factor in all such declarations.

For instance, it has been stated that spades should never be declared by the dealer offensively at the score of love-all. At 24, 26, or 28, the dealer with, say, six spades, headed by the ace, king, or other high honours, and moderate cards

.....

in other suits, should certainly declare spades, and take the best chance of winning the game, rather than run any risk; especially so when his adversaries have not reached 20. If he leaves it, his partner may declare *sans atout*, or hearts or diamonds, on moderate strength; or, not being able to do so, and being out of spades, may call clubs on a poor five. A double by the adversaries in such cases may result in their winning the game instead of the dealer doing so. Likewise, with similar clubs and a similar hand, clubs should be declared at 22 or over.

Again, when the dealer holds a hand upon which he can declare hearts or diamonds equally well, he must be guided by the score. If he is 14 or 22 to the adversaries' 18 or 24, he should declare hearts. If he is 18 or 24 to the adversaries' 14 or 22, he should declare diamonds; and so on, for all kinds of declarations.

Stated generally, it is an axiom that, when the dealer's score has reached a point at which two by tricks in any particular declaration he is able to make from his hand will give him game, he should not leave it to his partner, but should make that declaration, even though it be only spades, and although there appears a possibility of a bigger score by leaving it or by risking something else. Especially is this the case when the adversaries are behind.

The above rule applies with even greater force when only one trick is needed, and it seems that a particular declaration will certainly secure it. The

same remarks are equally applicable to the dealer's partner when it is left to him.

Players who risk the game for the sake of trying to secure a few more points with a more expensive declaration, do not quite realise its importance. It is incorrect to appraise the value of a game merely as one-third of a rubber, or $33\frac{1}{3}$ points. In Piquet the difference between winning and losing the cards is about 23 points. This is proportionately little more than one-third the value of a game at Bridge, since 100 is also the number of points gained by the winner of the game at Piquet. Besides, into the calculation for the cards at Piquet enters the element of division, whilst at Bridge the game cannot be divided. Yet in Piquet the cards are regarded of such importance that discards are often greatly influenced by a consideration of the chances of winning them.

The difference between winning or losing a game at Bridge represents $66\frac{2}{3}$ points; besides, having won the first game, it is 3 to 1 on the winners winning the rubber, and winning or losing the rubber means a difference of 200 points.

Whenever, therefore, the game can be won, no risks should be run; though, when there is no question of winning or losing the game on a hand, the honour scores have to be taken into consideration. It is this importance of the game that renders it necessary for the declarants, when their adversaries are a long way ahead, to run great risks in their attempts to snatch a game out of the fire.

When the dealer is love, and his adversaries are anything over 22, so that they are pretty sure to get out next deal, and especially if they have already won one game, he should declare *sans atout* on the most sketchy hands. Failing *sans atout*, he should leave it to his partner. The dealer would declare *sans atout* on any of these hands, or on similar ones:—

I.	II.	III.
♠ Kg, 4, 2	♠ 10, 6, 5	♠ 9, 7, 6
♥ Ace, 9, 8, 7, 3	♥ Kg, 10, 3	♥ Ace, 5, 4, 3
♣ Knv, 8, 7	♣ Ace, Qn, 4, 2	♣ Ace, Kg, 8
♦ Qn, 4	♦ Knv, 9, 8	♦ 10, 3, 2
IV.	V.	VI.
♠ Ace, 9, 6, 2	♠ Kg, Qn, 6	♠ 8, 6
♥ Qn, Knv, 4	♥ 3, 2	♥ A, Kg, Qn, 3, 2
♣ Kg, 5, 3	♣ 10, 8	♣ Ace, Kg, 10
♦ Knv, 8, 2	♦ A, Kg, Qn, 7, 5, 4	♦ 5, 4, 2

None of the above are *sans atout* hands; and, under ordinary circumstances, the dealer would leave it to his partner on the first four, and declare diamonds and hearts respectively on the two last.

In these desperate positions the dealer, unless he sees a great likelihood of the game in hearts, will never declare anything except *sans atout*, but will leave it to his partner. The reason is, that if he declares *sans atout* on a weak hand, and his partner has a *sans atout* hand as well, no harm is done; whereas, if he left it, and this principle were not well understood, his partner might declare *sans atout* on a weak hand; and, if either player

has to declare no trumps on a weak hand, it is far more advantageous for the dealer to do so, because in his case the barrenness is concealed. Since, then, the dealer will always declare *sans atout* himself if he has the slenderest justification for doing so, it is clear that, when he leaves it, there are no potentialities in his hand for a score without trumps; and it accordingly follows that, when it is left to him in such-like dangerous situations, the dealer's partner should *never* declare *sans atout* on *less than the minimum strength defined for such declarations at the score of love-all*.

In consequence of the understanding that the dealer will not declare anything but "no trumps" in such circumstances (unless he can see a good chance of the game in hearts), it is a corollary that the dealer's partner, when it is left to him, should always declare hearts, if he does not possess the minimum strength for a *sans atout* declaration, provided he is not actually impotent in the suit.

If, however, the dealer has four or five honours in hearts, he will declare them in order to secure the honour score. If his partner has a *sans atout* hand, no harm is done, as they are quite as likely to make four by cards with hearts trumps in that case, as three by cards without trumps. Similarly, the dealer's partner, if he has very poor hearts, and no *sans atout* hand, will declare diamonds if he has four or five honours, in order to secure the honour score and minimise their losses. No other

declarations than those described are admissible in the positions explained. Of course, with absolute barrenness in hearts, and without the minimum strength necessary for a *sans atout* declaration, the dealer's partner must declare in the ordinary way.

The dealer's partner need not mind not being very strong in hearts, nor need he be deterred from declaring hearts by weakness in other suits; because his partner may have a fair amount of strength in any suit, since his declarations are restricted to *sans atout*, or hearts with a prospect of game. The convention is to declare hearts. At the best he is backing a rank outsider!

He should declare hearts on any such hands as these:—

I	II.	III	IV
♠ 10, 9, 8	♠ 7, 8, 3	♠ 8, 7, 2	♠ 10, 9, 3
♥ Ace, 9, 7, 6	♥ A, Kv, 3, 2	♥ K, Q, Kv, 3	♥ Kg, Q, 8, 7, 2
♣ Kg, Qn, 4, 3	♣ 8, 5	♣ Kg, Q, 10, 4	♣ 9, 6, 5
♦ 5, 2	♦ Kg, 9, 6, 4	♦ 9, 8	♦ Qn, 4

In these efforts to win the game, the loss of a few points more or less need not be regarded. After all, all such declarations are in the nature of a forlorn hope, and are surrounded by the hazards common to such undertakings.



...

DOUBLING.

Players who double may be divided into two classes—those who double to increase the stakes, and those who double to the score.

The former are mere gamblers, whose aim is to try and secure a greater gain. They are seldom guided by any other considerations, nor are they trammelled by any such (to them) minor details as the score. Regardless of the fact that their procedure more often than not results in greater loss to them than gain, they are satisfied if they succeed in earning an ephemeral and expensive reputation as “bold” players. This class of speculator often, too, makes wild declarations, actuated by similar motives, and the length of time necessary for such men to differentiate between bold play and reckless foolhardiness is generally measurable by the depth of their purses. It is not for such doublers as these that the following precepts are intended, and they may be eliminated from the discussion.

It is only necessary here to deal with the other class, or those who double to the score. First will be explained what is meant by doubling to the score, and then the conditions will be enumerated under which doubling may be best attempted with the hope of success.

When the declarants have reached a point in the score at which, on the declaration they have made, one or two tricks will carry them out, and the score of the non-declarants is such that the

same number of tricks will not make them game, the first element exists for justifying a double by the latter, save that a red suit should never be doubled (except upon a moral certainty) unless one trick will take the declarants out, but not the non-declarants.

In the following examples, AB are the declarants, and YZ the non-declarants :—

AB are 18 to YZ's 6. AB declare *sans atout*. One trick will take AB out, but YZ require two.

AB are 14 to YZ's love. AB declare hearts. Two tricks will take AB out, but YZ require four.

AB are 24 to YZ's 18. AB declare diamonds. One trick will take AB out, but YZ require two.

AB are 22 to YZ's 16. AB declare clubs. Two tricks will take AB out, but YZ require four.

AB are 28 to YZ's 26. AB declare spades. One trick will take AB out, but YZ require two.

In all the above positions of the score, YZ should double if their hands admit of it. Instances might be multiplied, but the foregoing simple examples will suffice to illustrate what is meant by doubling to the score. Reverse the scores in all the preceding cases, and it would be unsound to double. It is subversive of the true principles of the practice, to double at any time when the score stands in favour of the non-declarants, and when, by doubling, they lose this benefit, by placing their adversaries in as advantageous a position as themselves. If the non-declarants think that they are

certain of making the odd trick at least, they may double, if they wish to do so, in order to secure a higher value for the tricks they gain; but this involves no principle of play.

There is also the preventive double, by the non-leader, in *sans atout*, which will be explained further on.

When pitted against adversaries who base their declarations on sound principles, the occasions for doubling to advantage do not often arise. This will be readily apparent to any one who has read so far. To double any declared trump without great strength in the suit, or without at least four trumps, including two high honours and accompanied by a very powerful playing hand, is to court disaster. To double on the strongest of playing hands, with only weak trumps, is not *jeu de règle*, and cannot be too strongly deprecated. A, holding ten, eight of hearts; nine of diamonds; king, queen, knave, nine, six, five, four, two of clubs; six, four of spades, declared clubs, and was doubled by Y, holding ace, king, knave, eight, two of hearts; ace, king, queen of diamonds; ace, three of clubs; and ace, king, queen of spades. A re-doubled, and YZ lost the game; yet a finer all-round hand than Y's could hardly be imagined.

When a player doubles, it is an intimation that he is strong in trumps, and, if it is the leader who doubles, he should lead trumps at once, otherwise his double is intrinsically bad. If it is the leader's partner who doubles, the

leader is *bound* to lead his *highest* trump immediately. No matter how many trumps the leader may have, when his partner doubles, he must lead them from the highest downwards. The information thus conveyed is often very useful to the doubler. Trumps must first be extracted or weakened before strong plain suits can make tricks. It follows that, when the dealer declares, the doubler must have very considerable trump strength, because the hand has, in such cases, to be opened up to the declarant. When the leader doubles a declaration by the dealer, he must not wait for the declarant to be led through.

It needs no very great perspicacity to see, that it will very rarely indeed happen, that a red suit declared by the dealer can be doubled with any chance of success.

The only trump declarations by the dealer that will afford opportunities for satisfactory doubling will be black suits.

Whenever spades are declared by the dealer, except to fit the score, it is a confession of abject poverty; and his adversaries, with strong spades and playing cards, may double without fear. In the case of defensive spade declarations by the dealer, his opponents need not take so much account of the declarant's score, but may double to increase their own. Owing to the cause of such declarations, doubling them supplies an exception to the rule never to double when the declarants are behind in the score.

When the dealer declares clubs, except to fit the score, it may be that he has at least four honours, or it may be only a defensive declaration. In the latter case the adversaries may double if the necessary conditions exist. It is easy for the would-be doubler to know whether the declaration is offensive or defensive. If he has no honour, or only one, it is probably offensive, and he should not double.

Unless a player has at least six very probable tricks in his hand (with a minimum of four trumps and two high honours), he should not double even black suit trumps. It is no use doubling at Bridge except on great strength. There is no such thing as bluffing, and each hand is seen for what it is worth; so, to double a full hand on a bob-tailed flush (to borrow a metaphor from Poker) can only result calamitously.

It is often, and especially when the player who contemplates doubling is on the declarant's right, more judicious not to double, even on a very strong hand, since there is a greater likelihood of making tricks if the strength is concealed. In short, doubling is not a proceeding to be practised or recommended unless for the special purpose of making a push for the game.

Red suits declared by the dealer's partner when it is left to him, are, besides defensive declarations by the dealer, the other declarations that are most likely to be doubled successfully. In these cases hearts or diamonds are often declared on five with two honours, one higher than the knave; and the

leader's partner may thus sometimes be enabled to double very beneficially when he holds a strong hand and five or more trumps containing tenaces. For instance, the dealer's partner may declare hearts on queen, ten, eight, four, two, and two other tricks in his hand. The leader's partner may hold ace, king, knave, nine, five, or ace, king, nine, six, five, of trumps, with a strong playing hand. If he doubles, the leader at once starts with a trump, and the exposed hand enables the doubler to finesse successfully, so that he can badly cut up declarant's hand. Under similar conditions it is, of course, less advantageous for the leader to double.

It requires more caution to double clubs or spades declared by the dealer's partner, when it is left to him, than his red declarations. Either suit may be declared by him on very considerable strength; and on less than four trumps, headed by a tierce major, or ace, king, knave, or on five, headed by two honours not below the queen, and accompanied by a strong playing hand, such declarations are best left alone.

No player should re-double except upon a certainty, nor should any player continue re-doubling upon what he may be pleased to consider a certainty, when it is not so. The following case in point is alleged to have occurred in India:—A dealt, and declared *sans atout* on ten, five, four, three, two of hearts; ace, four of diamonds; ace of clubs; and ace, king, queen, knave, ten of spades. Y (the leader) held ace, king, queen, knave, nine, eight,

seven, six of hearts ; king, six of diamonds ; queen of clubs ; and four, two of spades ; he doubled, and the re-doubling process was continued until it ran well into the thousands. A, of course, made two by tricks. Y should have expressed himself satisfied as soon as A re-doubled. A was right, as he was acting on a certainty.

It may here be remarked incidentally that to double on a certainty has been stigmatised in some quarters as immoral. Not to do so, or to re-double on anything else, would be regarded by most players as a symptom of cerebral infirmity. Any such theory is untenable, and its adherents might as well propound the principle that it is immoral to declare hearts, holding a septième major, with the score at twenty-two, because the declaration makes the game a certainty ; or that a player, holding four aces, should refrain from declaring *sans atout*, because he will score a hundred for them ; and so on.

The doubling of *sans atout* is one of the most prominent features at the game of Bridge. There is the double by the leader, when he doubles to multiply the value of the tricks he wins by two ; and there is the double by his partner, when he doubles in order to make the leader lead him a suit which, if led, will enable him either to win the game, or prevent his adversaries from winning it. This last is what is meant by a preventive double.

When *sans atout* is declared, and the leader has at least seven apparently certain tricks in his hand,

he should double. When the declaration is a sound one, the non-declarants cannot possibly make seven or more tricks straight off with all-round strength, and the only way in which it can be done, is when the one suit risked by the declarant is held by his adversaries, either by one of them or conjointly. In the latter case, of course, they cannot double, but when the whole strength of the suit is in one hand, the holder should double. Another possible way in which seven or more tricks may be made straight off by the adversaries, is when the declarant has declared *sans atout* on six or more tricks in a black suit and an outside ace, and the leader holds, say, a quart major in one of the other suits, and a tierce major in the fourth; but this distribution is too unlikely to be worth considering. The attacking *sans atout* double, then, is when the leader holds a suit in which he regards it as certain that he will make at least seven tricks, and doubles accordingly. He may not double under any other circumstances.

Whenever the declarant's score is below six, and *sans atout* is declared, the leader's partner, in order to prevent the declarants making game, should double if he holds in his hand a suit in which he is able to make six tricks, provided it is led to him at once. This is the preventive double pure and simple. When the leader's partner holds seven or more certain tricks in a suit, provided it is led to him at once, and *sans atout* is declared, he should

double, whatever the declarant's score may be, in order to make a push for the game. This is both preventive and aggressive.

It should be sufficiently manifest, when the non-leader has at least six certain tricks in a suit, and one of his adversaries has declared *sans atout*, that, if the declaration is sound, his partner cannot very well make tricks; consequently, unless the leader at once leads the suit in which his partner holds these six or more tricks, the declarant's side will certainly get in, and will probably make at least three by tricks before they will be compelled to lead the suit in which they hold nothing. The suit in which the leader's partner holds at least six tricks is most unlikely to be the leader's strongest suit too, and he will not therefore lead it originally of his own accord. The only way the non-leader can hope to get his great suit led to him immediately, is to indicate to the leader, by doubling, that he possesses a powerful suit, by means of which he will be able, if it is led to him at once, either to save or win the game. The point is, how is the leader to know what suit to lead to his partner when the latter doubles a *sans atout* declaration? A right understanding of this question has such a very important influence on the game, that it will have to be dealt with exhaustively. In the first place, six certain tricks in a suit are only certain if the player holds a *seizième major*. If the leader's score be below eighteen, he may, in order to try and win the game, double a *sans atout*

declaration if he holds seven of a suit headed by a tierce major. If he is eighteen or over, he should not double on this strength, as he will win the game in any case if he makes the odd trick. His partner, however, should double on seven headed by a tierce major, because, if he does not do so, his suit will not be led to him; and, in an effort to save the game, he must risk the knave being guarded. The leader's partner should also double if he holds six of a suit headed by a quint major; and, although it is somewhat risky for him to double on six, headed only by a quart major, it should generally be ventured. The leader should always double on seven headed by a quart major, or eight headed by a tierce major; on less strength it is dangerous. As leader, it is unwise to double except on a moral certainty. It is better to be content with twelve for each trick gained.

There are two well-recognised methods of leading to a partner's *sans atout* double which are wholly distinct from one another. Everywhere outside England, the rule is for the leader to lead a heart when his partner doubles *sans atout*. In England, and amongst some sections of British players abroad, the rule is for the leader, when his partner doubles *sans atout*, to lead the highest of his numerically weakest suit, provided that it does not contain an ace, king, or queen. Should it contain one of these cards, the next numerically weakest suit must be led. Should there be two suits numerically equal, the weakest must be led;

and should there be two suits numerically equal, and equal in strength, the most valuable must be led.

Where there exists such a wide divergence of opinion, it would be unbecoming in the Author dogmatically to pronounce in favour of the one method to the exclusion of the other. He prefers to content himself with thoroughly explaining both systems, and by suggesting a plan, by means of which the adherents of either may be able to follow the system they prefer, even when playing with men who hold an opposite view to the one entertained by themselves.

The heart convention will be dealt with first. This convention probably originated in this way. In the infancy of Bridge, and before there was any custom to guide a player in such circumstances, the leader, when his partner doubled *sans atout*, reasoned somewhat as follows: "My partner cannot, unless the declarant's declaration is radically unsound, have doubled on all-round strength. He must, therefore, have one long suit. Which is it most likely to be? If the declarant holds a *sans atout* hand, with one suit blank, such suit is most likely to be hearts; because, if he held a *sans atout* hand with strong hearts, and some other suit blank, he would prefer to declare hearts rather than risk the weak suit *sans atout*. With the other suits strong, and weak hearts, he would chance the hearts and declare *sans atout* to make a shot for the game." He accordingly led a heart, and this gradually became to be recognised as a rule.

The argument in favour of the heart convention is that there is no ambiguity about it. When the leader's partner doubles, he must have either six or more certain tricks in hearts; or he must have the ace of hearts to get in with, should his strength be in another suit. It reduces such doubles to a certainty, except in the extremely improbable event of the leader not having a heart to lead.

The arguments against it are, that it limits doubling by the leader's partner, when there are no trumps, to strength in the heart suit—or, if the strength is in another suit, to the possession of the ace of hearts in addition—and thus reduces his opportunities of winning or saving the game. It is also urged that when a declarant knows that his adversaries are followers of the heart convention, he will not declare *sans atout* if he has no hearts, nor, if he is blank in any other suit, unless he has the ace of hearts; thus rendering the convention nugatory.

Adherents to the lead of the numerically weakest suit claim that it is at least an even chance that the leader's weakest suit will be his partner's strongest. They also say that the followers of the heart convention will only be able to double once as against every four times they will be able to double by their method; because there are four suits, and any one of these may be doubled by the weakest-suit-lead disciples; whereas the heart men can only double when the suit is hearts.

Neither of these contentions seems to be quite accurate. The procedure the weakest suit leader has to follow in his lead is most clearly defined, and as far as he is concerned he cannot go wrong. This is plain enough, but it is not so clear why the weakest suit in the leader's hand must be his partner's strongest.

If the leader's hand contains four hearts, four diamonds, three clubs, and two spades (any combination will do equally well), when the dealer has declared *sans atout*, and the leader's partner has doubled, there is no more reason why the hands should not be divided as follows:—

	Dealer.	Leader.	B.	Doubler.
Spades	5	2	3	3
Hearts	4	4	3	2
Clubs . . .	3	3	6	1
Diamonds. .	1	4	1	7
Spades	5	2	3	3
Hearts	1	4	1	7
Clubs	3	3	6	1
Diamonds .	4	4	3	2
Spades	5	2	6	1
Hearts	3	4	4	2
Clubs	1	3	2	7
Diamonds...	4	4	1	3

than that they should be divided as under:—

	Dealer.	Leader.	B.	Doubler.
Spades	1	2	3	7
Hearts	3	4	4	2
Clubs	4	3	3	3
Diamonds...	5	4	3	1

It will be noticed that the dealer's (declarant) hand, and the doubler's hand, have the same numerical distribution all through, only the suits varying; whilst the leader's hand remains the same throughout, B's hand alone changing.

Theoretically, therefore, it would appear that it is only once in four times that the leader's weakest suit will be his partner's strongest.

It is also incorrect to assert that the opportunity for doubling will only occur to adherents of the heart method once in four times; because when the declarant has a *sans atout* hand with weak hearts, he will declare *sans atout* more frequently than he will on a *sans atout* hand with strong hearts, as in the latter case he may often prefer to declare hearts. Followers of the heart convention, too, have the alternative occasionally of some other strong suit accompanied by the ace of hearts.

As a matter of fact, it may be about 5 to 2 against the long suit held by the leader's partner being hearts or unaccompanied by the ace of

hearts; and, in practice, the weakest suit leader will fail to hit off his partner's strong suit rather oftener than not.

What a player has to do, therefore, before selecting which method he will adopt, is to decide whether he prefers a plan which compels him to wait until he can get a certainty in hearts—losing, perhaps, two chances of saving or winning a game in the meantime; or whether he prefers to double every time he holds at least six certain tricks in any suit, running the risk thereby of having the wrong suit led to him rather oftener than not, and in such cases losing many more points.

When the call for trumps at Whist was first included as an integral part of the game, it was a regular custom for players, on cutting in, to inquire of their partners whether or no they played the call for trumps.

At Bridge, as soon as cutting for partners is concluded, each player should, in the same way, ask his partner whether he wishes a heart led to him when he has not the lead and doubles *sans atout*, or whether he expects the leader's weakest suit. The interrogator, if his partner does not reciprocate the question when he replies, should announce what he himself wishes led under the same circumstances. These formalities should never be omitted, and a clear understanding should be arrived at before any player takes up his hand at the first deal. The question may be

put in this form: "What do you wish led, partner, if you double *sans atout* when it is my lead?" The reply should be, "Weakest suit, please," or "Heart, please," as the case may be, followed by "And you?" to which the original inquirer should answer, "Hearts, please," or "Weakest suit, please," as the case may be. If the interrogative "And you?" be omitted, the original inquirer should say, "I wish a heart led, please," or "I wish your weakest suit led, please," as the case may be.

When the leader has an ace, he should first lead it, and then lead his weakest suit, or heart, as the case may be, otherwise he may never make the ace at all. The rule is, that whenever a player doubles, his partner is to subordinate his own hand to that of the doubler, either without trumps or when a trump suit has been declared.



GENERAL PRINCIPLES OF THE GAME WHEN THERE ARE TRUMPS.

THE ORIGINAL LEAD.

At Bridge, the game is played quite differently when a trump suit has been declared, to when there are no trumps.

The original lead, under both conditions, presents one of the principal difficulties to be overcome. This lead has to be made in the dark, before the hand of the dealer's partner has been exposed. All subsequent leads are mainly regulated by, and are dependent on, the cards in the exposed hand; the adversaries leading either through its strong suits, or up to its weak ones. The first or opening lead has to be hazarded without the advantage of seeing the hand of the dealer's partner, and, when there are trumps, it should aim at trying to neutralise as much as possible the benefit the dealer, as soon as it is made, will derive from his partner's hand being exposed.

In America the Whist-playing world is divided into two parties—the long-suit players, who follow “Cavendish” and Hamilton; and the short-suit contingent, who have Howell for their apostle. The long-suit adherents contend that their method is the only scientific one, whilst the short-suit school claims that its disciples can beat the long-suiters out of the field every time.

So, too, when a trump suit is declared at Bridge, only in a lesser degree, there may be said to be two factions. One division cannot too strongly condemn the original lead of weak suits and single cards, other than aces, whereas the other approves of them.

In Athens, the original lead of strengthening cards (queens, knaves, and even tens) from plain suits of two or three, is a favourite one; and such original leads, as well as singletons, are indulged in and advocated all along the Levantine littoral and its neighbourhood, as well as in Europe generally. The English players swear allegiance to the long-suit game, and regard weak original leads with abhorrence.

In the present work, original leads of short suits and singletons, other than aces, do not meet with approval. Single cards, other than aces, should never be led originally; and strengthening cards from weak suits should only be led originally when no other lead is practicable.

Any attacking system at Bridge, when a sound offensive trump declaration has been made, must be foredoomed to failure. Defeat is inevitable, and only defensive tactics can avail to avert annihilation.

The reason assigned in favour of the original lead of singletons is the increased possibility they afford the leader of making small trumps. For the lead to effect this, it is essential for the leader's partner to win the first trick, and return the suit at once. Even if he wins the first trick, Bridge rules

do not, when there are trumps, enjoin the immediate return of the suit; whilst parting with the high card which enabled him to get the lead, has very probably established the suit for the dealer, who, in that case, will make an effort to get in at once, exhaust the adverse trumps, and proceed to make tricks in it. At best the original leader can only hope to make one trick in the suit by ruffing, as it is most improbable that his partner will get in again when he leads to him a second time.

The odds are all against the partner of the original leader getting in at once; and a grave objection to the lead is its liability to sacrifice a high card of your partner's that might otherwise have made a trick. Besides this, the dealer is in a much better position to judge whether the lead is a singleton or not, than the leader's partner (who will not return the suit at once unless he suspects it is a single-card lead); and, if it suits him to do so, he will at once draw the trumps of the intending ruffer, and render him harmless. If the partner of the single-card holder is strong in the suit, there is a rather greater likelihood of the latter making trumps by not leading it, since in that case the dealer may not suspect complete impotence in one hand, and will not necessarily extract the trumps. It is more advantageous to conceal such great weakness as long as possible, rather than proclaim it immediately. None of the objections attaching to the original lead of single cards apply to single aces,

which form an exception to the rule that a single card should never be led originally.

The supporters of original leads of strengthening cards at Bridge, when there are trumps, contend that it is more advantageous to lead in this way than to play out winning cards, or open long suits. In practice this is hardly borne out.

In the first place, it is always two to one against the suit led being one in which the leader's partner is strong; but, even setting this very important consideration aside, and assuming that it does happen to be the strong suit of the leader's partner, there is very seldom any advantage in leading in this way. To take a simple example: Supposing the original leader holds knave, nine, three of hearts; ten, four, two of diamonds; queen, nine, seven, six of clubs; and ace, seven, six of spades, with diamonds trumps. If he is a strengthening card leader, he will lead the knave of hearts. Let his partner hold the ace, queen, six, two of hearts. It is easy to see that, if the king of hearts is on the leader's left, and is not put on the knave led, the leader and his partner will, if the suit is evenly divided, make three tricks in it. If the king is put on the knave led, only two tricks will be made under the same conditions; and two tricks will be made just the same if the king lies on the leader's right, or if the leader's partner opens the suit when he gets in. The only way, therefore, that three tricks *may* be made in this instance, is if the king lies on the leader's left. Thus the whole question

hinges on the position of the king. Surely, therefore, it is better to first lead a card that will give the holder of the knave a chance of seeing where the king lies before he opens the suit. The proper original lead, in this case, is the ace of spades.

Again, in suits of two or three, headed by a king or queen, there is a greater likelihood of making tricks in them if the high card is not led originally; and, as the power of a knave at the head of two or three, as a forcing card, is not impaired by its being retained rather than led originally, there seems no ground for advocating the lead of these high cards originally, and such leads are accordingly not approved of.

It must be clearly understood that all the preceding remarks apply only *to the first or opening lead of the hand*. As soon as the exposed hand comes down, the conditions are entirely altered, and it is often right then to lead a strengthening card through an exposed king or queen, or even a singleton through a long suit, headed by (say) ace, queen.

OFFENSIVE AND DEFENSIVE LEADS.

If you are the original leader, and have doubled the trump declaration, you should open with a trump; and, if your partner has doubled, you *must* lead your *highest* trump at once. When a trump declaration has been doubled, any other lead than a trump is wrong. If you are not prepared to

lead a trump, or to have a trump led to you, you ought not to double. This rule applies whether the declaration is offensive or defensive.

If you happen to hold a very strong playing hand, apparently good for six or seven tricks, and including three aces and only small trumps, you cannot double, but you may start with a trump; though such distributions are as rare as great auks' eggs. The object of leading a trump in such cases is to prevent the weak hand ruffing your winning cards; but it will in other respects avail little, since the declarant must be very strong in trumps (*see* illustration on page 119).

It is sometimes advantageous to lead a trump originally when the dealer's partner has declared a red suit, and you are so strong in trumps that you can see he has declared on minimum strength. Still, even in these circumstances, unless you have some support in plain suits, you will generally do better to conceal your trump strength.

It may occasionally be advisable to open with trumps when a defensive declaration has been made, and you hold a very strong hand in plain suits. Your partner not having doubled, however, you may find the declarant very strong in trumps.

Excepting in the positions enumerated, a trump should never be led originally.

It must be remembered that there is no call for trumps in Bridge.

In cases when the dealer, as occasionally happens, declares spades or clubs defensively, you should, if

the declaration is not doubled, and you hold an average hand, open as you would at long-suit Whist, and lead the lowest from your strongest suit. Although there is always a chance of the dealer's partner being very strong, there is no conclusive presumption why you and your partner should not, in such cases, be as strong as your adversaries; and you therefore play an attacking game.

The dealer's partner may also not infrequently be compelled to declare spades or clubs. Sometimes, too, he declares a red suit on five only with two honours, one above the knave. If his declaration is not doubled, and it is apparent from your hand that it is a defensive or a weak one, you should open as you would at Whist, and play as much for attack as defence.

Occasionally, too, when far behind, the dealer's partner may make a desperate heart declaration, as described in "Declarations to the Score," and you are then, too, justified (with a powerful hand) in adopting aggressive tactics.

In the foregoing positions, the play of the hand should proceed on the lines followed in ordinary Whist, save that it is inexpedient to play the number-showing leads. If your partner cannot tell when to unblock, with one adverse hand exposed, he will certainly do no better if you indicate the length of your suit by your leads; whilst it may be of very great value to the dealer to know in which of the two hands against him the exact strength of the suit lies.

The preceding openings may be termed offensive or attacking leads.

In all other cases than those treated of, your openings should be as protective as possible.

When a sound offensive trump declaration is made, there is an antecedent probability that not more than two or three tricks will be won by small cards in plain suits, and that these can only be made by the trump-maker's side. At least five tricks will be made with trumps, and the remainder will fall to aces, kings, and queens. Such a declaration also affords grounds for an *à priori* assumption that the leader's side cannot bring in a long suit.

This being the case, your object should be to make what tricks you can at once, when you have the lead and while you can; and if you have a certain winning card in your hand, you should, as original leader, open with it. This enables you to have a look at the exposed hand, and your second lead is made with the advantage of knowing twenty-eight cards. You should continue leading what winning cards you hold.

In plain suits you should (barring in the exceptional circumstances already referred to) lead originally as follows:—Holding a suit headed by ace, king, open with the king; or, if you have no ace, king, etc. suit, but one containing an ace, lead the ace. Having no ace in your hand, your next best lead is the king, from a king, queen suit. Failing this too, you may lead the queen, from

queen, knave, ten, and others; otherwise, open with the lowest of your strongest long suit. Being unable to win any trick, you take the best means of preventing your opponents from overpowering you at once, by leading a suit which it will take them, perhaps, three or four rounds to establish. If you have no ace king suit, no ace, no king queen suit, no queen, knave, ten, etc. suit, and no long suit headed by a card above a nine, you may start with the lowest of a three suit headed by a king or a queen. Without any of the above combinations, if you hold a three suit headed by a queen, knave, or knave, ten; or a queen knave, or knave ten only, you should lead the highest of that. If you are dealt none of these, it is immaterial what you lead, though, as a matter of principle, you should then lead the lowest of your longest plain suit, whatever it contains.

These plain suit original leads are tabulated below :—

Ace, king, queen, knave	{ with or without }	lead king,
Ace, king, queen	{ others }	} then queen.
Ace, king only—lead ace, then king.		
Ace, king, and others—lead king.		
King, queen, knave	{ with or without }	} lead king.
King, queen	{ others }	
King, knave, ten—lead knave.		
Ace, queen, knave, with or without others—lead ace, then queen.		
Ace, with others, or single—lead ace.		
Queen, knave, ten, and others—lead queen.		

Failing any of the above combinations, lead

from your strongest long suit ; or, if you hold none headed by a card above a nine, lead queen from queen knave, or knave from knave ten, with or without one other. Without even these, lead the lowest of your longest suit.

RETURNED LEADS, ETC.

When you lead a small card originally, and your partner wins the trick, it is in nowise incumbent on him to return your lead. He should play out any winning cards he has, and then he will usually do better to lead up to the weakest suit in the exposed hand ; unless he can infer that you hold the winning card in the suit you led originally. The play, after the hand of the dealer's partner is exposed, is so much influenced by the cards in it, that it is impracticable to formulate rules.

When you originally lead an ace, and then, after seeing the exposed hand, lead some other suit, your partner must not deduce anything from the ace led. It is by no means necessarily a singleton, and all it indicates is, that you did not hold a suit headed by ace, king. You should recollect that the dealer will play false cards every time, and must draw no inferences from what he does. Unless you are dealer, you should *never* play a false card unless the position is such, that such false card cannot mislead your partner. You will only deceive your partner ; and if he can place

no confidence in you, you are in the position of a house divided against itself.

Whatever you do, unless one adversary has no trumps left, and you wish to force the strong hand, avoid leading a suit in which both your adversaries are void, and in which your partner holds one or more. It is the worst of all possible leads, since it enables the strong adverse hand to discard, and the weak one to trump.

FINESSING, CALLING, DISCARDING, ETC.

Never finesse against your partner ; and remember that any finesse is bad, if by not finessing you can save the game or win the odd trick.

When it is clear that a player leads to finesse, and you hold the card he intends finessing against, and see that it must eventually be sacrificed, put it on at once. For instance, the dealer leads the queen of spades ; you hold the king, seven, six, and the ace, knave, nine, three are in the exposed hand. If you pass the queen led, your king must fall later on. If you put it on at once, your partner may remain with the command with the ten, after the second round. If the ten is with the dealer, it is a matter of complete indifference what you do.

When there are trumps at Bridge, it is understood that when a player, to the first round of a suit, plays a higher card than he does to the second, it is an intimation that he holds no more

of it. It constitutes *a call for a ruff*. This convention is of great value, both positively and negatively. For instance, you lead originally the king, ace, from five hearts—there are three in the exposed hand. If your partner plays the knave and then the nine, you know that he can ruff the next round. If he does not call, you refrain from leading a third round, as you know that your right-hand adversary, and not your partner, will ruff. A player should always call in this way when there are trumps. If your partner does not call in any suit that has been led twice, you know he cannot ruff it on the third round.

The discard, with a trump suit declared, although it is of some importance, is less vital than when there are no trumps.

When an offensive trump declaration has been made, and has not been doubled, the first discard made by an adversary of the dealer should be from his strongest suit. No inferences may be drawn from any subsequent discards. The first discard intimates the suit he wishes led. Such discards should not be made from a suit of five or six small ones headed by a knave or ten, if the player at the same time holds a suit of four headed by an ace, king, or queen.

When such a declaration has been doubled, or when it is a defensive one made by the dealer, the first discard should be from your weakest suit, and the last from your strongest.

It is necessary to protect your weak suits when trump strength is all against you ; whereas, when it is on your side, you hope to bring in and make tricks with your strong suit. All declarations made by the dealer's partner, when it is left to him, are (unless they are doubled) assumed, for the purpose of uniformity in discarding, to be offensive.

Unless a player has doubled, in which case his partner must subject his hand to that of the doubler, each player, when there are trumps, more or less plays his own game. Always lead through the strong suits, or up to the weak suits, in the exposed hand, when you have no winning card in your hand ; and never play a false card.

As the dealer sees his partner's cards, it is not necessary to formulate any rules for his guidance. When an offensive declaration has been made by him or his partner, he should, as a rule, try and extract trumps as soon as he gets in. If he holds a strong suit, this is imperative. Even if he has no very great suit, it will prevent his adversaries from making small trumps, and may enable him later on to win tricks with queens, knaves, and perhaps even with smaller fry. To bottle up trumps is generally a mistake, and unless he has a cross ruff it is usually preferable to lead them as soon as possible. One maxim the dealer should always keep before him, and that is, never to risk the game for a chance of an extra trick or two.

Here is a case in point:—

		♠ Knv, 7, 5	
		♥ Qn	
		♣ Kv, 10, 9, 7, 5, 4, 2	
		♦ Ace, 3	
		B	
		SCORE :	
		LOVE-ALL..	
		A	
		♠ Ace, 10, 9, 8, 6, 3, 2	
		♥ Kg, 8	
		♣	
		♦ Kg, Knv, 10, 2	
♠			♠ Kg, Qn, 4
♥ A, Kv, 10, 9, 7, 5, 2			♥ 6, 4, 3
♣ Ace, Kg, 8, 6			♣ Qn, 3
♦ 6, 4			♦ Qn, 9, 8, 7, 5

Z dealt and left it to his partner, who declared hearts. A led the ace of spades, which Y ruffed. If Z, as he should have done, had led the ace of hearts, and then the knave of hearts, he must have made four by tricks and game. Instead of doing so, he led the six of clubs. A ruffed it, and led a diamond. B won the diamond, and returned a club, which A again ruffed. A then led the king of diamonds, and then another diamond, which Y ruffed and B over-ruffed with the queen. AB thus made five tricks, and YZ only scored two by cards. Z explained his atrocious play by saying he wished to get in himself with his queen of clubs, to play his king, queen of spades, on which he wanted to discard the two losing diamonds, hoping by this means to make at least five by cards, and perhaps a Small Slam. He should first have made the game secure ; and no excuse can exonerate a player who throws away the game to try and make some more tricks.

GENERAL PRINCIPLES OF THE GAME WHEN THERE ARE NO TRUMPS.

When Bridge is played without trumps, the game appears in its most attractive aspect. The tactics employed are altogether dissimilar to when there are trumps; and of all the declarations, *sans atout* affords the greatest scope for the exercise of skill and varied strategical ingenuity.

When there are no trumps the game resolves itself into a struggle between the opposing players, on the one hand to establish and bring in their own long suit or suits, and on the other to prevent a like accomplishment on the part of their antagonists. The goal aimed at, then, is to bring in your own long suit, and to prevent your adversaries establishing theirs. How best to attain these ends will now be explained.

THE LEADS.

In contrast to the diversity of opinion that prevails as to which style of original lead is the most effective when there are trumps, universal unanimity obtains amongst Bridge players in those situations when *sans atout* has been declared. All are in agreement that, when there are no trumps, the first, original, or blind lead, should be from the leader's longest suit.

In every deal played without trumps, four or five tricks will be made by small cards. Before this becomes possible, adverse high cards must be got out of the way, which process is known as the establishment of a suit. The object of opening with your longest suit is primarily to establish and bring it in; and secondly, to utilise its length as a check against your adversaries establishing it, should they be found to hold the high cards in it. When your partner doubles, you will first lead any certain winning cards you hold, and then lead him a heart, or your weakest suit, in the manner described in the chapter on doubling; otherwise the rule is always to lead originally from your longest suit. If, however, it should consist of very small cards, without an honour, and you hold at the same time a second suit of not less than four, containing one or two honours, and composed of higher cards, you should start with the latter. When you have only one suit of more than three, lead it, no matter what the cards composing it are. The only case in which you should ever open with a three-card suit, is when such cards are ace, king, queen, and you have not a strong long suit as well. In such circumstances it is best to lead the king of the tierce major first, and be guided by what you see in the exposed hand as to what you will lead next.

When an orthodox *sans atout* declaration has been made, your only chance, ordinarily, of saving

the game will be by establishing a long suit. The first essential is to have a long suit, the next is to lead it, and the third is to lead it correctly. The card that is most advantageous to lead has not so far received sufficient attention, and although amongst the best players the correct leads are known and practised, the knowledge is confined to a few; and an attempt will now be made to classify them for the use of all.

As your object, in trying to establish a long suit, is to endeavour to obtain for the small cards in it a value that does not rightly belong to them, you should, in selecting which card of your suit to lead, avoid parting with the commanding cards in it as long as it is necessary to retain them. When you have a card of re-entry, you will lead differently to when the whole strength in your hand is confined to one suit. It may be as well first to define a card of re-entry.

The ace of a suit, or the king, queen of it, are the only practically certain cards of re-entry. If you are on the declarant's left, a weakly guarded king may perhaps be a card of re-entry, but not if you are on his right; it should then be very strongly guarded (say, with knave and ten) to be at all reliable. Queen, knave, ten will do to bring you in, whichever side of the declarant you may be on, provided the leader persists in the suit; whilst queen, knave, and another may suffice on the declarant's left. Without any of these combinations, you have no card of re-entry. Leads

from suits in hands which contain no card of re-entry, will be dealt with first.

With any suit headed by a tierce major, or better, you should lead out the queen, king, ace. With a suit of less than seven, headed by the ace, king, if you lead out the king, ace, you cannot hope to make any more tricks in it. If you have six, it is within the bounds of possibility that each adversary will only have two, and your partner three, and that he can get out of your way; but it is very improbable. With five, unless your partner has four, and unblocks, and each adversary two only, you cannot make five tricks in the suit. With four, unless your partner has the queen and others, you cannot make more than two tricks, if you lead out king, ace.

As it is foolish to assume the most unlikely distributions, and since it is of no use to you to make only two tricks in your one strong suit, it is clearly profitless to lead out the highest cards of it. Therefore, from suits of ace, king, and less than five small ones, always lead the lowest. It is only two to one against the queen being with your partner. It is five to four on his holding either queen or knave; and, if he holds the knave, it is just as likely that the queen will be on your left as on your right, in which case his knave will win the first trick, thus placing you in a most advantageous position. If the dealer wins the trick, he will have to open a suit up to your partner, who may be able to get in at once, and return you your

suit immediately, when you will probably make all the rest of it. With seven or more, headed by ace, king, the case is different. If one of your adversaries has three with the queen, your partner, unless the other is void, will be likely to hold only one of the suit, and even if that one is the queen, it is no good your opening with a little one, as he will not have a card of your suit to return to you. Therefore, with seven or more, headed by ace, king, always lead king, ace.

In Europe, *sans atout*, it is one of their canons always to lead originally, either with or without a card of re-entry, a king from ace, king, knave, and two or more others, or from king, queen, ten, and two or more others; and never to lead a king except from these combinations. It is a corollary that the leader's partner must, on the king led, play the queen in the first place, or the ace in the second, if he has them. If he has not the ace, but the knave, he must play that. It has been held, that even with ace, king, and six little ones, the lowest must be led. This is carrying their principle too far. If the leader's partner is to hold two, and the opponents are to be obstructive, one of them must have none, and the other three of the suit. The odds against this particular distribution run into thousands, and are much greater than the chance of clearing the suit by leading the king, ace. Yet, if the dealer's partner has not two, he cannot return the suit, and the lead of the small one is pointless.

To lead the king from ace, king, knave, and two, or even three others, without a card of re-entry, is bad in principle. The corollary to both the combinations is extremely crude.

From what follows, the unsoundness of the king lead from ace, king, knave, etc., without a card of re-entry, will be manifest. However, these leads no doubt supplied the germ from which the broad general principle has sprung—*i.e.*, not to lead an honour originally, other than an ace or king, unless you hold at least three.

With the ace, king, knave, and one or more, unless you hold seven, lead the smallest. If your partner holds the queen, the smallest is obviously the best lead; if he does not, he may play the ten, or some other card that may force out the queen or win the trick, and establish your suit. Unless there are four with the queen in one adverse hand, one round of the suit will establish it, as the queen must fall to your ace, king, as soon as you get in.

With the ace, king, knave, ten, with or without one or two more, lead the knave. If the queen is on your left it may not be put on, and, if it is only doubly guarded, you will catch it with the king, ace, and make all your suit. Should the queen and three others lie on your left, and it is not put on your knave led, continue with the ten. The dealer cannot tell whether the ace or king, or possibly both, may not be in your partner's hand, and may retain the queen, even

on the second round, in the hope of blocking the suit on the third or fourth round. If the queen is put on, your suit is established. If your partner has not got the queen in either of above cases, the odds against its falling, if you lead the king, ace from five, are about 6 to 1; and from six, over 3 to 1.

With either of the above combinations, holding seven or more, lead king, ace.

With ace, queen, knave, ten, with or without one or two others, or with ace, queen, knave, with less than four small ones, lead the knave. If the king is doubly guarded on your left, it will not be put on on the first round. Continue with the queen. As the lead may also be from queen, knave, ten, the dealer cannot know whether the ace is not with your partner, and may not put the king on on the second round, though he should do so. If he retains it to block the third round, it will fall to your ace, and your suit is established. With seven or more, headed by ace, queen, knave, ten; ace, queen, knave; or ace, queen, ten, lead the ace. If your partner has the king, he must play it on the ace. If the king is guarded against you, it is as likely as not that your partner will not have more than one. It is about 6 to 1 against the king falling on the ace led, if you have seven.

With the ace, knave, ten, and others, lead the knave. If your partner has the king, and the queen is on your left, she is doomed, unless there are more guards behind the queen than behind

your partner's king. If your partner has the king, and the queen is not in the exposed hand, he must play the king on your knave, and return you the suit, so that you can capture the queen on your right, if she is only doubly guarded.

With ace, queen, and little ones, or ace, knave, and little ones, lead the smallest; though with ace, queen, and six small ones, lead the ace, on the off chance of catching the king. With the ace, queen, ten, and less than four others, some players lead the ten. The advantage of leading the ten instead of the lowest is doubtful. It is 5 to 4 on your partner having either the king or knave, and in that case the lead of a small one will clear your suit at once. If he should have neither, the dealer will make both knave and king. The lead of the ten gives the dealer too precise information. This card is not led from any other combination, and the knowledge it imparts to the dealer of the exact whereabouts of the ace, queen, is not compensated for by any intrinsic merits in the lead. In the Author's opinion, the smallest should be led.

The preceding leads are *jeu de règle* when the leader holds no card of re-entry. Holding a card of re-entry, they undergo certain modifications as follows:—

With the ace, king, knave, ten, and one or two more, or ace, king, knave, with one, two, or three more, the king should be led if you have a card of re-entry; continuing with the ace on the second

round. If the queen is against you, you will be pretty sure to drop her on the third round, and, on getting in again later on with your card of re-entry, will be able to make your small ones.

In the same way, holding a card of re-entry, you should lead the ace from ace, queen, and five small ones, on the chance of the king falling. Unless the cards are exceptionally badly divided, your suit will be cleared on the second round, and your card of re-entry will enable you to make your five small ones.

With a card of re-entry, the ace should be led from ace, queen, knave, ten, with or without one or two others ; and from ace, queen, knave, and less than four others, followed by the queen and knave. Also from the ace, queen, ten, and three others, followed by the queen or ten, according to what you see in the exposed hand, and the fall of the cards on the first trick.

The succeeding leads are the same whether a card of re-entry is held or not.

With king, queen, knave, ten, and others, or king, queen, knave, and others, always start with the king. If you have only four, and the king wins, continue with the queen. If all follow to the queen, and your partner has not echoed, next lead the lowest. If he has echoed, lead the knave after the queen, and then the lowest. If you hold five, and the king wins the first trick, continue with the knave. Should your partner have five also, he will echo as a matter of form ;

though, unless there are none of the suit in the exposed hand, you will know he has five after the second round, whether he echoes or not.

With the king, queen, ten, and two or more others, lead the king; and follow with the queen or ten if the king wins, according to what you learn from the exposed hand and the cards played to the first trick. With less than five it is better to lead a small one, because, if you have only four, and both ace and knave are against you, they are both likely to be guarded, and you gain nothing by leading the king. If your partner has either of them, its utility as a clearing card is decreased by your leading the king, since he may have to play it on the second round to avoid blocking you. If, however, you have no other high cards in your hand, you may lead the king from king, queen, ten, and only one other.

With the king, queen, and little ones, lead the smallest, unless you have seven or more. In that case lead the king, as the knave will probably fall to the queen when you get in again.

With the king, knave, ten, and others, and knave, ten, nine, and others, it has been proved by calculation that at Whist it is most advantageous to lead the fourth best. This result is due in a measure to the rules governing second-hand play. Besides this, trumps have to be taken into account. Without trumps at Bridge, it is believed to be more advantageous from both these combinations to lead the knave. The second lead depends upon

the exposed hand and the fall of the cards. The principal reason in favour of leading the knave in these cases is that it adds to the number of combinations from which this card is led, and helps to confuse the dealer, and make it more difficult for him to play the exposed hand.

For the same reason, the knave should be led from the queen, knave, ten, and others, followed, if it wins, by the ten. If the knave does not win, on getting in again, lead the queen.

The object of the leader, in all the instances given, is to conceal his exact holding from the dealer as far as he can; and as the foregoing system of leading does not deceive his partner, it fulfils as nearly as possible the desired condition.

All that is necessary for the leader's partner to know is that the leader has led from his best suit. How he is to get out of his way and assist him, will be described in "The Play of the Third Hand."

In all other cases than the combinations enumerated, the lowest card of the suit must be led originally.

SYNOPSIS OF ORIGINAL LEADS WHEN THERE ARE NO TRUMPS.

From ace, queen, knave, ten, and three or more small ones	
From ace, queen, knave, and four or more small ones	Lead the
From ace, queen, ten, and four or more small ones	ace.
From ace, queen, and six or more small ones	

From ace, king, and five or more	}	
From king, queen, and five or more small ones		
From king, queen, knave, ten, with or without others		
From king, queen, knave, and one or more others	}	Lead the king.
Continue with the queen if you have only four; with the knave if you have more than four		
From king, queen, ten, and two or more others	}	Lead queen, king, ace.
From ace, king, queen, knave, with or without others		
From ace, king, queen, and others		
From ace, king, knave, ten, with or without one or two more	}	Lead the knave.
From ace, queen, knave, ten, with or without one or two more		
From ace, queen, knave, with less than four others		
From ace, knave, ten, and others		
From king, knave, ten, and others		
From queen, knave, ten, and others	}	
From knave, ten, nine, and others		

WITH A CARD OF RE-ENTRY.

From ace, queen, knave, ten, with or without one or two more	}	Lead the ace.
From ace, queen, knave, and less than four others		
From ace, queen, ten, and three others		
From ace, queen, and five small ones	}	Lead the king.
From ace, king, knave, ten, with or without one or two more		
From ace, king, knave, and less than four small ones		
In all other cases, lead the lowest.		

THE PLAY OF THE SECOND HAND.

When the original leader, *sans atout*, opens with a knave, the dealer is occasionally impaled upon the horns of a dilemma as to whether or no he should cover it from the exposed hand.

If he holds the king and queen, either in his own or in the exposed hand, or divided between them, the lead is either from ace, knave, ten, etc., or knave, ten, nine, etc., and there is little or no difficulty.

When the dealer has no honour in his own hand, and the king of the suit of which the knave is led is in the exposed hand, or *vice versâ*, the lead is from ace, queen, knave, etc.; ace, knave, ten, etc.; queen, knave, ten, etc.; or knave, ten, nine, etc. With the king in his own hand, all is plain sailing. If it is in the exposed hand, and the lead is from knave, ten, nine, etc., or queen, knave, ten, etc., the ace, queen, or the ace, must be in the hand of the leader's partner; and, if the king is put on the knave led, it will fall to the adverse ace, and the suit will be established at once. On the other hand, if the lead is from ace, queen, knave, etc., or ace, knave, ten, etc., and the king is not put on, the knave will win the trick. The dealer must be guided by the number of guards behind the king, and the number of the suit he holds himself. His only chance of blocking the suit will be by the leader's partner being

short in it. If the king is only singly guarded, it should always be put on the knave led ; because, whatever the lead is from, it is bound to fall on the second round if it is retained ; whereas it will take the trick if it is put on the knave, and the lead is from ace, queen, knave, etc., or ace, knave, ten, etc.

With two guards, the king should not be put on till the second round. The object, when there are no trumps, being to prevent the establishment of an adverse long suit, any card that is likely to effect this, should be retained as long as possible.

The original lead of a knave is not likely to be from less than five. If the dealer holds none of the suit, and there are only three headed by the king in the exposed hand, it is clear that he cannot hope to prevent the establishment of it, unless the leader's partner has only two, in which case the leader cannot hold the ace. In any case it is useless retaining a doubly guarded king till the third round, as it must then fall.

When a king is trebly guarded, it should be retained till the third round, by which time, unless the dealer held none of it originally, the suit will be exactly located. Holding the ten with the king, the lead can only be from ace, queen, knave, etc., and the dealer will regulate his play accordingly.

When a knave is led, and the queen is in the exposed hand, the dealer not having the king, the

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lead is from ace, king, knave, ten, etc. ; king, knave, ten, etc. ; ace, knave, ten, etc. ; or knave, ten, nine, etc. It is plain that the only chance the queen has of making, is if the lead is from the first combination. If singly guarded, she should be put on, but not otherwise, as the best chance of blocking the suit is to retain her as long as possible, till the cards of the suit in the hand of the leader's partner are exhausted.

When a small card is led, and you have no honour as dealer in your own hand, if the king is singly guarded in the exposed hand, you should play it. It is useless to retain it, as it must fall on the second round. It may make if put on.

Unless for the purpose of subsequently placing the lead, do not try and take a trick from the exposed hand when you hold a card of equal value yourself. For instance, Y originally leads a small diamond. In the exposed hand are the queen and two small ones. You hold, as dealer, the king and another. You should play a small one from the exposed hand. Your king must make, and, if the ace is with the leader, the queen will also be good.

As dealer, when you hold a long suit consisting of winning cards, in your own or your partner's hand, you should take the lead as soon as you can get it, and proceed to play out the suit. By doing this, you compel discards from your adversaries' long suits. Therefore, with the ace of a suit led in the exposed hand, under such

conditions, play it at once on the card led, whatever it may be.

As a general rule, the play of the exposed hand is a matter of common-sense, and instruction is unnecessary.

When the dealer is leading, the cards led will tell you but little, as he will play with intent to deceive. As second hand, do not part with the command of your adversaries' suit as long as you can keep it; and do not cover a card, obviously led as a clearing card, unless it is plain that your covering card must be sacrificed later on. In the latter case, cover. For instance, the dealer, on getting in, leads a knave. In the exposed hand are ace, queen, ten, and two others. You, second hand, hold the king and two others. It is useless to cover the knave. If the dealer has another to lead, your partner could only have held three originally. If he has not another, the exposed hand must take the trick. With the king and one other, cover, as there is just a possibility that the nine trebly guarded may be in your partner's hand. If there are ace, queen, and three others in the exposed hand, and you hold king, ten, and a little one, cover a knave led, as it makes your ten good. Similarly, if you hold king and two small ones, cover a knave led, as your partner may have the ten and two little ones. If the ten also is with the leader, the king is useless anyhow. With king and one small one, always cover a knave led to ace, queen, etc., in the exposed hand. Always cover

in any position when you hold a fourchette, even with small cards—that is to say, when you hold the cards immediately above and below the card led.

Should the dealer lead a ten, from ten, nine, eight, in the exposed hand, and you hold king, knave, and another, cover the ten with the king, not with the knave. If the ace is with your partner, your king will make; if it is with the dealer, your partner's queen will become good. If both ace and queen are with the dealer, your king is of no value in any case. When a medium card, such as an eight or a nine, is led, and you hold king, queen, and another, or queen, knave, and another, play the lowest of the sequence; with two small ones, play the fourth best.

Do not be in a hurry to win a trick, unless you have a special object in doing so. Supposing you hold king and two small clubs, and the dealer leads a small club. You see the queen and two others in the exposed hand. You should not play your king; by retaining it, you defer the establishment of the suit. Again, in the exposed hand are the ace and two little diamonds. The dealer leads the ace and a small one from it. You hold the king and two others; you should not play the king on the second round. Always hold back cards of obstruction as long as you can, unless you have a special reason for getting the lead, either to lead your own or return your partner's established suit.

THE PLAY OF THE THIRD HAND.

As third hand, you know your partner's first lead is from his strongest suit. It is your duty always to get out of his way, lest you block his long suit; and it is obligatory on you, when you get in, always to return your partner's lead at once; unless it is obvious, from the exposed hand, that to do so will result disastrously; or unless you have a strong suit yourself, consisting of certain winning cards, which you should make first. When your partner opens with a high card, you must be guided in your play by a consideration of the combination led from. When he leads an ace, it is from seven or more, headed by ace, queen, knave, ten, or ace, queen, knave, or ace, queen, ten; or it is from ace, queen, and six or more small ones; or it may be from the same high cards, and less small ones, plus a card of re-entry. Unless he holds the queen and knave as well as the ace, his lead cannot be from less than six of the suit led.

If you hold the king and one other, play the king on the ace led. If you hold two small ones, defer playing the king till the second round. Should you hold four to the king, play the penultimate to the ace, the ante-penultimate to the second round, and the king to the third round, unless it becomes patent in the meantime that the lead was from ace, queen, knave, and one other only, in which case your play will depend

upon whether, in your opinion, it will be more advantageous for the lead to be with you or your partner after the fourth round. With the king, knave, and another, or the king, ten, and another—and, of course, if they are unguarded—you should play the king on the ace led, and the ten or knave on the second round. When you hold the knave or ten, and the king is in the exposed hand, you will play your knave or ten when the king is put on. So long as the king remains in the exposed hand, your knave or ten cannot block your partner's suit, whereas if you play it at once it may mislead him as to the number you hold; and you must always try to avoid misleading your partner.

When a king is led, it can only be from ace, king, or king, queen, and five or more small ones; from ace, king, knave, ten, or ace, king, knave, and others, plus a card of re-entry; or from king, queen, knave, ten, etc., king, queen, knave, etc., or king, queen, ten, and two or more others. When you hold the ace, knave, or ace, ten, with or without a small one, the lead can only be from king, queen, and five or more, or king, queen, ten, and two or more; or from king, queen, knave, and one or more. You should play your ace on the king led, and return the knave or ten. With two small ones, play your penultimate on the king, your ace on the second round, and lead the knave or ten third round. When a king is led, and you hold the ace, the lead may be from king,

queen, and five or more small ones; the king, queen, knave, ten, with or without others; the king, queen, knave, with one or more; or the king, queen, ten, and two or more. With one small one, you must play the ace on the king, and return the small one. If you have the ace and two small ones, play your penultimate on the king, the ace on the second round, and return the lowest. When a king is led, and you hold the ace and three small ones, play your penultimate to the king. If it is followed by the queen, you play your remaining middle card; if by the knave, your ace. When a king is led, and there are none of the suit in the exposed hand, you will, if you hold the ace and three little ones, play your highest small card on the king. If the king is followed by the queen or knave, you will play your penultimate. Your partner, if he followed king with queen, will continue with the knave, and then his smallest. If he followed king with knave, he will lead a small one, which you will take with your ace, and return your lowest. Unless you play in this way, a trick loss may result. It is only when there are none of the suit led in the exposed hand, that you will make a false echo, with only four; and it is only in such cases that your partner, with more than four, must lead a small one on the third round, when you have echoed.

When a king is led, and you hold the ace and four or more small ones, you must play your ante-penultimate on the king, and your penultimate

on the queen or knave next led. This is called echoing, and indicates to your partner that you hold five or more in the suit. It is seldom of practical value, since in such positions the information is nearly always deducible from the fall of the cards. When a king is led, and you hold the queen, knave, or queen, ten, or knave, ten, with or without another or others, play the lowest of the two high cards on the king led, and the highest on the ace. If you hold the queen and small ones, play the queen on the king led. If you hold the knave or ten, and two others, play the knave or ten on the king led. If you hold three others, play your penultimate on the king led, retaining the knave or ten till the third round. When a knave is led, and you hold the queen and small ones, play your lowest but one. The lead can only be from ace, king, knave, ten; ace, knave, ten, etc.; king, knave, ten, etc.; or knave, ten, nine, etc. When a knave is led, and you hold the king and others, and the queen is in the exposed hand, retain the king. If the queen is not in the exposed hand, play your king on the knave, and if it wins, return your highest.

A study of the analysis of the original leads of high cards will supply the reasons for the above system of play. Unless it is followed, you may often block your partner's suit. Speaking broadly, when your partner leads a high card, you should always retain your lowest card of the suit led, *sans atout*.

When your partner leads a small card originally, you should play your highest card, third in hand, remembering always that you must play the lowest of a sequence. It is contrary to principle to finesse in your partner's strong suit; but with ace, queen, etc., or ace, queen, knave, etc., you should finesse the queen or knave. No other finesses are legitimate, unless they are prompted by what you see in the exposed hand. If you hold the king, knave, ten, or king, knave, and another, and you see the queen and two small ones in the exposed hand, you will of course play the ten or the knave, and, if it wins, return the king. The queen will fall to your partner's ace on the third round, and the suit will be brought in. If you see the queen, ten, two in the exposed hand, and you hold the knave, nine, three, you will play the nine, and, if it should happen to win, you will return the knave; and so on. Such positions are obvious.

Your play, as third hand, will be influenced to a very great extent by what you see in the exposed hand. You hold ace, knave, two; your partner leads the four. You see, in the exposed hand, king and another. If the dealer is a sound player, he will of course play the king, unless he holds the queen himself. If the king is not put on, and you play the ace, the king must block the suit next round. You should finesse the knave. The same if you hold ace ten, etc., as your partner may have led from knave and others. The dealer wins with the queen, and

must then open a suit up to you. When you next get in, your ace will bring down the king, and your partner's suit will be established. Likewise, with queen and two others in the exposed hand, you should finesse the knave or ten, with ace knave, or ace ten, etc. ; or king knave, or king ten, etc., for you cannot otherwise establish the suit. With the king and two others or the queen and three others exposed, you cannot establish the suit right away, whatever you do ; so do not in such cases finesse knave or ten, from ace knave, or ace ten, etc., or king knave, king ten, etc., but play the ace or king, and return the knave or ten. If the knave or ten forces out the exposed king or queen, you will be able to lead your small one to your partner when you get in again.

With only the king or queen and small ones in the exposed hand, it is useless to finesse the nine from ace nine, or king nine, since your partner cannot hold the queen, knave, ten ; ace, knave, ten ; or king, knave, ten, etc. ; but, with the king, knave, and another ; king, ten, and another ; queen, knave, and two others ; or queen, ten, and two others, in the exposed hand, you are forced to finesse the nine. You can obviously do no good by winning with the ace or king, and returning the nine, but if your partner has led from a long suit headed by the queen or king, you may, by finessing the nine, clear his suit on the third round. You cannot lose by finessing the nine,

and you may gain a trick; therefore you should venture it.

As has been stated already, you should always return your partner's suit, unless, from the cards in the exposed hand, you see it will be useless to do so. For instance, if you win the first trick with the king, and see the ace, queen, ten, in the exposed hand, it is hopeless to return the suit. Except, however, there are at least two certain winning cards of your partner's suit in the exposed hand, you should return his lead, in preference to opening a fresh suit. You cannot hope to establish two suits, and the attempt will usually result in your failing to establish either.

THE PLAY OF THE FOURTH HAND.

As a rule, the function of the fourth player being to win, if he can, the tricks that are against him, his play does not call for much remark. Apart from the general principle that the command of an adverse suit should be retained as long as possible, positions occasionally occur when, as fourth player, you should refrain from winning the first trick. These special exceptions are when, by holding up, you may upset the dealer's game; or when, by not winning the first, or even the second trick, you may secure an eventual trick gain. These situations will be best explained by examples.

Supposing the dealer has led a small card to the

ace, queen, knave, etc., in the exposed hand, and finessed the knave, and you, as fourth player, hold the king and two small ones. You should not win the knave. The dealer will imagine the king is on his left; and, in order to put himself in again, with a view to again leading, as he supposes, through the king, he may open a suit from the exposed hand, which may necessitate his parting with the command in it, and thus place you in an advantageous position when you get in on the next trick with your king. An illustration will be found in the Hands.

Again, supposing the cards remaining in the exposed hand are the ace of clubs; queen, four of spades; and six, three of hearts, and the dealer leads from it the queen of spades. You know your partner holds the two best hearts, and that the other high spades are with the dealer. With the ace and two other spades, and two small clubs, you should pass the queen of spades fourth in hand. If you win the queen, you will lose all the other tricks. If you forbear, you will make three tricks instead of one. Sometimes, again, when you are dealer, and have declared *sans atout*, and your left-hand opponent leads a king, which he follows with queen or knave, you should refuse to win the first two tricks if you hold four of the suit with ace, ten. You may make an extra trick, and cannot lose one. It is by attending to little points like these that the skilled player shows his superiority.

THE DISCARD.

To discard correctly at Bridge, when there are no trumps, is a principle of the first importance; since upon a right interpretation of the information conveyed by discarding, often depends the saving of the game. When there are trumps, your discard is determined by a consideration as to who are the possessors of trump strength. When there are no trumps, the determinant is whether the lead is with your partner or the adversaries. There are two ways of discarding that supply exceptions to this; and, when they are employed, it is immaterial whether your partner or your opponent is leading. The first of these is the call, or the directive discard by two cards; and the second is the discard of the highest of a head sequence, or the directive discard by one card. When there are trumps, and you play a higher card on the first round of a suit, and a lower on the second, it is an intimation that you have no more of it, and wish the suit led to you for a ruff. When there are no trumps, and you play in the same way, it indicates great strength in the suit, and means you desire it led. In both cases, a call in this way signifies that the suit in which it is made is the one you require led. It is useful in cases when you hold five or six, headed by an ace, king, or a tierce major, and do not wish to unguard cards in shorter suits.

The second of these methods—*i.e.*, by discarding the highest of a head sequence—is useful in showing a strong suit in one discard. With a quart or quint major, or a quart or quint to a king, the discard of the ace or king is a valuable way of indicating your strength in the suit. It is not of much avail to discard a queen or lower card from long sequences headed by such cards, as you can hardly hope to clear them.

Apart from these exceptions, you will be guided by who is leading. When your partner is leading, your discard must be from your weakest suits. When you are obliged to discard, it usually happens that you have to do so more than once; and in such cases you should generally discard from the two suits you do not want led, unless this necessitates unguarding a card that may be valuable. By discarding from two suits, your partner can be in no doubt as to which is your strong suit, when his own is exhausted. When you are compelled to discard from three suits, the one you discard from last is the one you wish led.

When the lead is with your adversaries, and you have to discard, it is only your first discard that is directive, and your partner must infer nothing from any subsequent ones. Your first discard must be from the suit you wish led, and all others are of no account. There is, however, an exception, and that is when your second discard is made from the same suit as your first, but without

calling. This is a useful method when you dare not unguard your only strong suit. It must be clearly understood that such discards are to be made consecutively. For instance, if you discard first a heart and then a spade, and later, another heart, you have indicated hearts as your suit; and the second discard from the suit is a forced one. If you first discard the three of hearts, and your next discard is the six, hearts is not your strong suit.

It very frequently happens that, when your adversaries have declared *sans atout*, you have no suit with any commanding strength in it. Your strongest may be four, headed by a knave; and there may be four or five of it in the exposed hand. In such situations you are compelled to keep the knave guarded, and your discards will be from your other suits, repeating the first one, so as not to mislead your partner. When your one suit is so weak, and you cannot discard from it without robbing it of its only power, it is very useful to be able to discard twice consecutively from some other suit, and thereby avoid misleading your partner. It is essential for each player to discard, and to watch discards, most carefully; otherwise he omits to avail himself of one of the most useful channels of information. Instances of the different discards will be found in the "Illustrative Hands."

GENERAL MAXIMS.

The following are a few maxims of general applicability *sans about*, which are commended to the attention of Bridge players.

Never, unless it cannot deceive your partner, play a false card, except as dealer. This prohibition is even more imperative *sans about* than when there are trumps.

As dealer, play false cards whenever you can.

Never, in discarding, denude yourself entirely of a suit. If you do, you not only are unable to lead it to your partner, should it turn out to be his strong suit, but you also enable the dealer, as soon as it is led, to locate the whole of it, and to finesse accordingly.

Never risk the game in the hope of making extra points ; and always play in such a way as to make it easy for your partner.

Always note carefully the fall of every card. It often happens that an inattentive player will fail to recollect that his eight or nine is the best of the suit remaining, because he has omitted to observe the fall of the nine or ten.



ILLUSTRATIVE DECLARATIONS.

The succeeding Hands, all of which are taken from actual play, are intended to afford examples of correct declarations at the score of love-all. They illustrate the application of those principles, inculcated in the chapters on Declaring, by which a player must be guided when he has to make a declaration.

As a valuable means of obtaining a practical acquaintanceship with the working of the different conventions hereinbefore discussed, is to deal out these specimen hands and play them through, students are recommended to adopt this course, and thereby familiarise themselves with the ordinary rules.

♠ Kg, Knv, 8, 6, 5

♥ Knv, 6

♣ 4, 3

◆ Ace, Kqv, 3, 2

♠ Qn, 3

♥ 10, 9, 7

♣ Ace, 8

◆ Kg, Q, 9, 6, 5, 4

♠ 4

♥ Kg, 8, 5, 4, 2

♣ Kg, 9, 7, 6, 5

◆ 10, 8

♠ Ace, 10, 9, 7, 2

♥ Ace, Qn, 3

♣ $Q_n, K_{nv}, 10, 2$

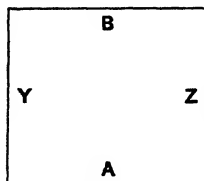
◆ 7

A deals and declares *sans atout*.

N

♠ Ace, Knv, 8, 7, 5
 ♥ 10, 7, 5, 2
 ♣ Knv, 7
 ♦ 8, 5

♠ Kg, 10, 6, 4
 ♥ Kg, Qn, 6, 4, 3
 ♣ 10, 3
 ♦ 7, 2



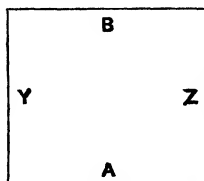
♠ 2
 ♥ Knv
 ♣ Q, 9, 8, 6, 5, 4, 2
 ♦ Ace, 10, 9, 4

♠ Qn, 9, 3
 ♥ Ace, 9, 8
 ♣ Ace, Kg
 ♦ Kg, Qn, Knv, 6, 3

A deals and declares *sans atout*.

♠ Ace, 6, 5
 ♥ 10, 8, 3
 ♣ Ace, 10, 7, 6
 ♦ Qn, 8, 2

♠ Knv, 10, 7, 2
 ♥ Kg, Knv, 7, 6
 ♣ 9, 5
 ♦ Kg, 10, 5



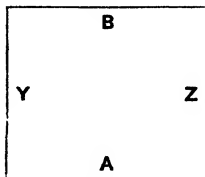
♠ Qn, 9, 3
 ♥ Qn, 9, 5, 4, 2
 ♣ Knv, 4
 ♦ Knv, 9, 4

♠ Kg, 8, 4
 ♥ Ace
 ♣ Kg, Qn, 8, 3, 2
 ♦ Ace, 7, 6, 3

A deals and declares *sans atout*.

♠ Kg, 10, 7
♥ 8, 7, 6
♣ Kg, 10, 5, 4, 2
♦ Qn, 9

♠ Knv, 8, 3, 2
♥ Ace, Qn, 9, 3
♣ 7, 6
♦ Knv, 4, 2



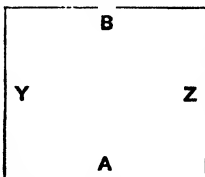
♠ Qn, 9, 4
♥ Knv, 5
♣ A, Qn, Knv, 3
♦ 10, 8, 7, 5

♠ Ace, 6, 5
♥ Kg, 10, 4, 2
♣ 9, 8
♦ Ace, Kg, 6, 3

A deals and declares *sans atout*.

♠ 10, 9, 8, 6, 2
♥ Ace, Kg, Knv
♣ 7, 5
♦ Qn, Knv, 7

♠ Ace, Qn, 5, 4
♥ 7
♣ Qn, Kv, 4, 3, 2
♦ 8, 5, 2



♠ Qn, 10, 9, 6, 3, 2
♥ Kg, 10, 9, 6
♦ 10, 6, 3

♠ Kg, Knv, 7, 3
♥ 8, 5, 4
♣ Ace, 8
♦ Ace, Kg, 9, 4

A deals and declares *sans atout*.

♠ Ace, 6, 5
 ♥ 7, 6, 4
 ♣ Ace, 7, 6
 ♦ Ace, Knv, 6, 2

	B	
Y		Z
	A	

♠ Qn, 10, 7, 3
 ♥ Qn, 5, 3, 2
 ♣ Kg, 9, 5, 3
 ♦ 4

♠ 8
 ♥ Knv, 8
 ♣ 10, 8, 2
 ♦ Kg, 10, 9, 8, 7, 5, 3

♠ Kg, Knv, 9, 4, 2
 ♥ Ace, Kg, 10, 9
 ♣ Qn, Knv, 4
 ♦ Qn

A deals and declares *sans atout*.

♠ Ace, 10, 9
 ♥ 9, 6, 2
 ♣ 10, 9, 8, 7
 ♦ Knv, 4, 2

	B	
Y		Z
	A	

♠ 5, 4
 ♥ Kg, Q, Kv, 5, 3
 ♣ Qn, 6, 4
 ♦ Kg, 8, 3

♠ Qn, Knv, 3
 ♥ 10, 7, 4
 ♣ 5, 3, 2
 ♦ Ace, 7, 6, 5

♠ Kg, 8, 7, 6, 2
 ♥ Ace, 8
 ♣ Ace, Kg, Knv
 ♦ Qn, 10, 9

A deals and declares *sans atout*.

♠ 9, 6
 ♥ Knv, 7, 5
 ♣ 10, 5, 4
 ♦ Kg, Qn, 8, 4, 3

	B	
Y		Z
	A	

♠ Knv, 7, 5
 ♥ 9, 4, 3
 ♣ Ace, 9, 7, 6
 ♦ Knv, 9, 5

♠ Ace, Qn, 8, 4
 ♥ Qn, 8, 6, 2
 ♣ Qn, Knv, 2
 ♦ 7, 6

♠ Kg, 10, 3, 2
 ♥ Ace, Kg, 10
 ♣ Kg, 8, 3
 ♦ Ace, 10, 2

A deals and declares *sans atout*.

♠ Qn, Knv, 10, 8, 6
 ♥ Qn, Knv, 8, 2
 ♣ Qn, 6
 ♦ Kg, 3

	B	
Y		Z
	A	

♠ 2
 ♥ 10, 9, 7, 6, 4
 ♣ Kg, Knv, 7
 ♦ Qn, 10, 9, 7

♠ Ace, 9, 5, 4, 3
 ♥ 4, 3
 ♦ Knv, 8, 6, 5, 4, 2

♠ Kg, 7
 ♥ Ace, Kg, 5, 3
 ♣ Ace, 10, 9, 8, 5, 2
 ♦ Ace

A deals and declares *sans atout*.

♠ Qn, Knv, 10
 ♥ Kg, 8, 5
 ♣ Qn, Knv, 10, 7
 ♦ Qn, 10, 2

♠ 8, 3 ♥ 10, 9, 4, 2 ♣ Kg, 8, 5 ♦ Kg, Knv, 7, 3	<div style="border: 1px solid black; padding: 10px; width: 200px; margin: 0 auto;"> <div style="text-align: center; margin-bottom: 10px;">B</div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> Y Z </div> <div style="text-align: center; margin-top: 10px;">A</div> </div>	♠ Ace, Kg, 5, 4, 2 ♥ Qn, Knv, 6 ♣ 9, 6, 4 ♦ 6, 4
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♠ 9, 7, 6
 ♥ Ace, 7, 8
 ♣ Ace, 3, 2
 ♦ Ace, 9, 8, 5

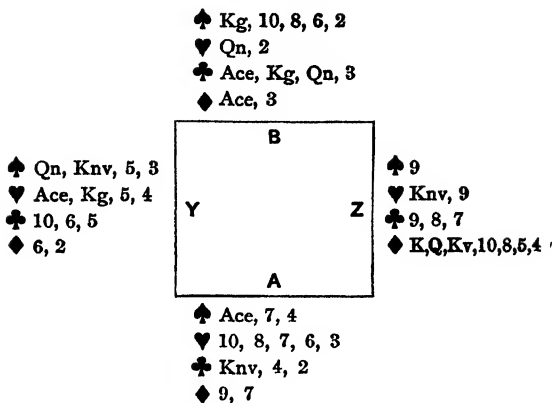
A deals and declares *sans atout*.

♠ Qn, Knv, 3
 ♥ Kg, 9
 ♣ Kg, Qn, 9, 8, 3
 ♦ Ace, 4, 2

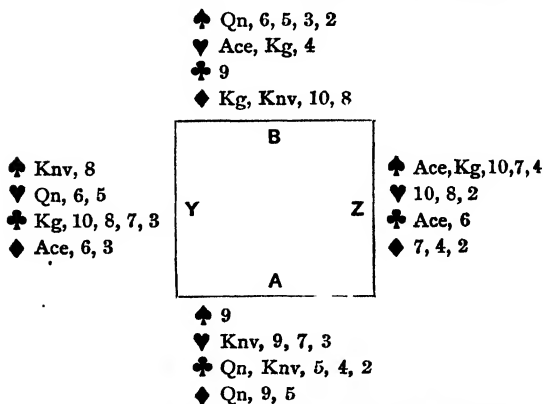
♠ 10, 5 ♥ 10, 8, 7, 6, 4 ♣ Ace, 7, 6, 2 ♦ 7, 6	<div style="border: 1px solid black; padding: 10px; width: 200px; margin: 0 auto;"> <div style="text-align: center; margin-bottom: 10px;">B</div> <div style="display: flex; justify-content: space-between; margin-bottom: 10px;"> Y Z </div> <div style="text-align: center; margin-top: 10px;">A</div> </div>	♠ 9, 8, 4, 2 ♥ Ace, Qn, 5 ♣ 5, 4 ♦ 10, 9, 8, 5
---	--	---

♠ Ace, Kg, 7, 6
 ♥ Knv, 3, 2
 ♣ Knv, 10
 ♦ Kg, Qn, Knv, 3

A deals and leaves it; B declares *sans atout*.



A deals and leaves it ; B declares *sans atout*.



A deals and leaves it ; B declares *sans atout*.

♠ Ace, 4, 2
 ♥ Kg, Knv, 10, 7
 ♣ Kg, 10, 6
 ♦ Qn, 7, 3

	B	
Y		Z
	A	

♠ Qn, 10, 7
 ♥ Qn, 9, 3
 ♣ 8, 7
 ♦ A, Knv, 9, 6, 2

♠ Kg, 9, 8, 3
 ♥ Ace, 4, 2
 ♣ Qn, 5, 4
 ♦ 10, 5, 4

♠ Knv, 6, 5
 ♥ 8, 6, 5
 ♣ Ace, Knv, 9, 3, 2
 ♦ Kg, 8

A deals and leaves it ; B declares *sans atout*.

♠ Ace, Qn, 9
 ♥ Kg, Knv, 8, 3
 ♣ Qn, 2
 ♦ Ace, Qn, Knv, 5

	B	
Y		Z
	A	

♠ 8, 7, 6, 2
 ♥ 7, 5
 ♣ Knv, 9, 4, 3
 ♦ Kg, 9, 3

♠ Kg, Knv, 4, 3
 ♥ Ace, 10, 4, 2
 ♣ 6
 ♦ 7, 6, 4, 2

♠ 10, 5
 ♥ Qn, 9, 6
 ♣ Ace, Kg, 10, 8, 7, 5
 ♦ 10, 8

A deals and leaves it ; B declares *sans atout*.

	♠ Qn, 9, 8, 6	
	♥ Ace, Qn	
	♣ Knv, 5, 2	
	♦ Ace, Kg, Knv, 8	
♠ Kg, 10, 4	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center;"> <div>B</div> <div>YZ</div> <div>A</div> </div>	♠ 7, 3
♥ Kg, Kv, 8, 6, 5		♥ 10, 9, 2
♣ Qn, 10		♣ Kg, 8, 7, 4
♦ 10, 6, 2		♦ Qn, 9, 7, 4
	♠ Ace, Knv, 5, 2	
	♥ 7, 4, 3	
	♣ Ace, 9, 6, 3	
	♦ 5, 3	

A deals and leaves it ; B declares *sans atout*.

	♠ Qn, 8, 5, 3	
	♥ Knv, 3	
	♣ Ace, 4, 3, 2	
	♦ Ace, Kg, 5	
♠ Ace, Kg, 10, 2	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center;"> <div>B</div> <div>YZ</div> <div>A</div> </div>	♠ Knv, 9, 6, 4
♥ Qn, 7, 5, 4		♥ Ace, 10, 8, 6
♣		♣ 10, 9
♦ Qn, 10, 8, 6, 2		♦ 9, 7, 4
	♠ 7	
	♥ Kg, 9, 2	
	♣ Kg, Qn, Kv, 8, 7, 6, 5	
	♦ Knv, 3	

A deals and leaves it ; B declares *sans atout*.

♠ Ace, Kg, 9
 ♥ Kg, Knv, 10
 ♣ 7, 6, 3
 ♦ Ace, Kg, 8, 4

♠ Qn, 3 ♥ Qn, 8, 7, 5, 2 ♣ Ace, Kg, 8, 4, 2 ♦ Knv	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <div style="display: flex; justify-content: space-between; align-items: center;"> Y Z </div> <div style="display: flex; justify-content: space-between; align-items: center;"> B </div> <div style="display: flex; justify-content: space-between; align-items: center;"> A </div> </div>	♠ Knv, 10, 5, 2 ♥ 9, 4, 3 ♣ Qn, Knv ♦ 10, 6, 3, 2
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♠ 8, 7, 6, 4
 ♥ Ace, 6
 ♣ 10, 9, 5
 ♦ Qn, 9, 7, 5

A deals and leaves it ; B declares *sans atout*.

♠ Knv, 8, 2
 ♥ Ace, Kg, 6, 5
 ♣ Ace, 6
 ♦ Qn, Knv, 4, 3

♠ 9, 7, 5 ♥ Knv, 4, 3 ♣ Kg, 7, 4, 3 ♦ 10, 5, 2	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <div style="display: flex; justify-content: space-between; align-items: center;"> Y Z </div> <div style="display: flex; justify-content: space-between; align-items: center;"> B </div> <div style="display: flex; justify-content: space-between; align-items: center;"> A </div> </div>	♠ Kg, Qn, 6, 3 ♥ 9 ♣ Knv, 9, 8 ♦ Ace, Kg, 9, 8, 7
---	--	--

♠ Ace, 10, 4
 ♥ Qn, 10, 8, 7, 2
 ♣ Qn, 10, 5, 2
 ♦ 6

A deals and leaves it ; B declares *sans atout*.

♠ 10, 8, 6
 ♥ Ace, 8, 7, 6
 ♣ 10, 8, 3
 ♦ 7, 3, 2

♠ Kny, 7, 2 ♥ 3 ♣ Ace, Kg, 9 ♦ A, Kg, Kv, 9, 8, 4	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <div style="display: flex; justify-content: space-between; align-items: center;"> Y A </div> <div style="text-align: center; margin: 10px 0;"> <p>B</p> <p>Z</p> </div> </div>	♠ 9, 5, 4, 3 ♥ Qn, 9, 2 ♣ Qn, 7, 6, 2 ♦ Qn, 6
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♠ Ace, Kg, Qn
 ♥ Kg, Knv, 10, 5, 4
 ♣ Knv, 5, 4
 ♦ 10, 5

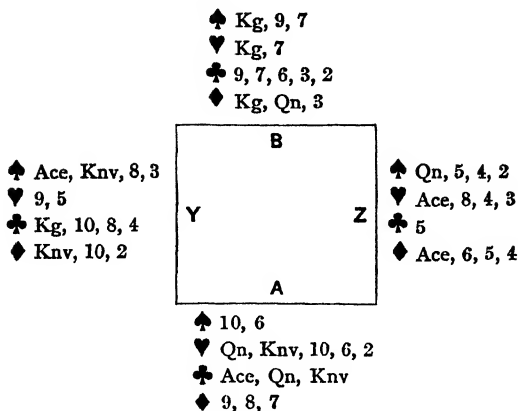
A deals and declares hearts.

♠ Kg, Qn, 7, 4, 3, 2
 ♥ Qn, 3, 2
 ♣ 8, 7, 6, 3
 ♦

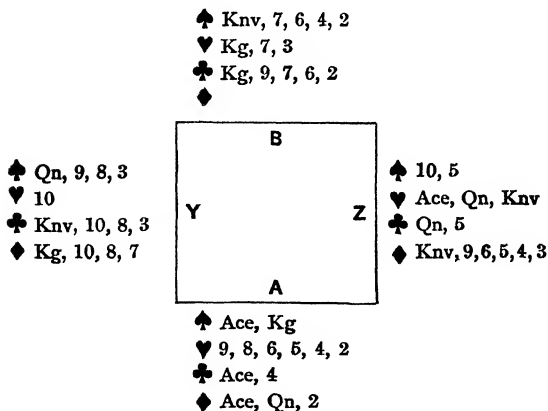
♠ Knv, 10 ♥ Kg, 10, 6 ♣ Ace, 9, 2 ♦ Kg, 10, 7, 5, 3	<div style="border: 1px solid black; padding: 10px; margin: 0 auto; width: 80%;"> <div style="display: flex; justify-content: space-between; align-items: center;"> Y A </div> <div style="text-align: center; margin: 10px 0;"> <p>B</p> <p>Z</p> </div> </div>	♠ Ace, 6, 5 ♥ 9, 5 ♣ 5, 4 ♦ Ace, Qn, 9, 8, 6, 4
--	---	--

♠ 9, 8
 ♥ Ace, Knv, 8, 7, 4
 ♣ Kg, Qn, Knv, 10
 ♦ Knv, 2

A deals and declares hearts.



A deals and declares hearts.



A deals and declares hearts.

	♠ Kg, Knv, 2	
	♥ 5, 4, 3	
	♣ Qn, 5	
	♦ Ace, Kg, 8, 5, 4	
♠ Ace, 8, 6	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center;"> B Y Z A </div>	♠ Qn, 7, 5, 3
♥ Kg		♥ Knv, 9, 7, 2
♣ 8, 6, 3, 2		♣ Kg, 9, 4
♦ Knv, 7, 6, 3, 2		♦ 10, 9
	♠ 10, 9, 4	
	♥ Ace, Qn, 10, 8, 6	
	♣ Ace, Knv, 10, 7	
	♦ Qn	

A deals and declares hearts.

	♠ Knv, 6, 4, 2	
	♥ Qn, 6, 5, 2	
	♣ Kg, Knv, 6, 4	
	♦ 7	
♠ Kg, Qn, 8	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center;"> B Y Z A </div>	♠ 10, 5
♥ 9, 7, 3		♥ Knv
♣ Qn, 9, 8		♣ Ace, 10, 7, 5
♦ 9, 6, 4, 3		♦ A, Q, Kv, 10, 5, 2
	♠ Ace, 9, 7, 3	
	♥ Ace, Kg, 10, 8, 4	
	♣ 3, 2	
	♦ Kg, 8	

A deals and declares hearts.

♠ Kg, 4
 ♥ Qn, 10, 8, 7, 5
 ♣ Ace, 9, 7, 6
 ♦ 10, 8

♠ 9, 7, 6, 2
 ♥ 2
 ♣ Kg, 4, 3, 2
 ♦ Qn, Knv, 6, 2

B
 Y Z
 A

♠ Ace, Knv
 ♥ Ace, Kg, 9, 6, 3
 ♣ Knv, 8
 ♦ Ace, 9, 5, 3

♠ Qn, 10, 8, 5, 3
 ♥ Knv, 4
 ♣ Qn, 10, 5
 ♦ Kg, 7, 4

A deals and leaves it ; B declares hearts.

♠ Knv, 9
 ♥ Ace, Qn, 9, 6, 3
 ♣ Qn, Knv
 ♦ Kg, Qn, 9, 7

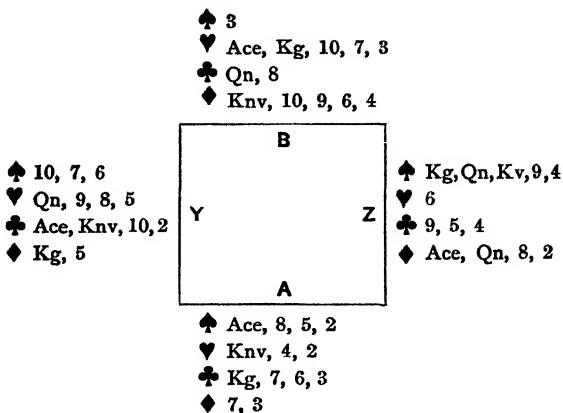
♠ Ace, Kg, 8, 4
 ♥ Knv, 5
 ♣ Kg, 7, 5
 ♦ Ace, Knv, 10, 2

B
 Y Z
 A

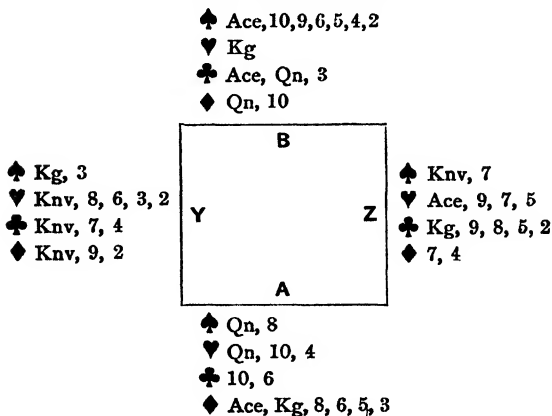
♠ 10, 6, 5, 3, 2
 ♥ 10, 2
 ♣ Ace, 9, 4
 ♦ 8, 6, 3

♠ Qn, 7
 ♥ Kg, 8, 7, 4
 ♣ 10, 8, 6, 3, 2
 ♦ 5, 4

A deals and leaves it ; B declares hearts.



A deals and leaves it ; B declares hearts.



A deals and declares diamonds.

♠ Qn, 9
 ♥ Kg, 10, 6, 5, 3, 2
 ♣ 8, 6, 3
 ♦ Kg, 3

♠ Knv, 7, 6
 ♥ Ace, Qn, 8
 ♣ Qn, Knv, 5
 ♦ Qn, 10, 6, 4

♠ Ace, Kg, 10, 5, 4
 ♥ Knv, 9, 4
 ♣ Kg, 10, 9, 2
 ♦ 5

♠ 8, 3, 2
 ♥ 7
 ♣ Ace, 7, 4
 ♦ Ace, Knv, 9, 8, 7, 2

A deals and declares diamonds.

♠ Ace, Knv, 9, 3
 ♥ Qn, 7
 ♣ 8, 3
 ♦ Kg, 6, 5, 4, 3

♠ 7, 5, 4
 ♥ Knv, 10, 6, 4
 ♣ Knv, 10, 9, 7, 4
 ♦ 8

♠ Kg, Qn, 10, 8
 ♥ Ace, Kg, 9, 5, 3
 ♣ Qn, 5
 ♦ Qn, 7

♠ 6, 2
 ♥ 8, 2
 ♣ Ace, Kg, 6, 2
 ♦ Ace, Knv, 10, 9, 2

A deals and declares diamonds.

♠ Knv, 8, 5
 ♥ 9
 ♣ Qn, Knv, 8, 6
 ♦ Ace, Knv, 10, 8, 2

	B	
Y		Z
	A	

♠ 9, 6, 4, 2
 ♥ 5, 3, 2
 ♣ Kg, 7, 5
 ♦ Kg, 7, 5

♠ Kg, Qn, 3
 ♥ Kg, Qn, Knv, 6
 ♣ Ace, 9, 3, 2
 ♦ 9, 3

♠ Ace, 10, 7
 ♥ Ace, 10, 8, 7, 4
 ♣ 10, 4
 ♦ Qn, 6, 4

A deals and leaves it; B declares diamonds.

♠ 10, 7, 6, 5
 ♥ Qn
 ♣ Ace, Knv, 8
 ♦ Qn, Knv, 7, 4, 2

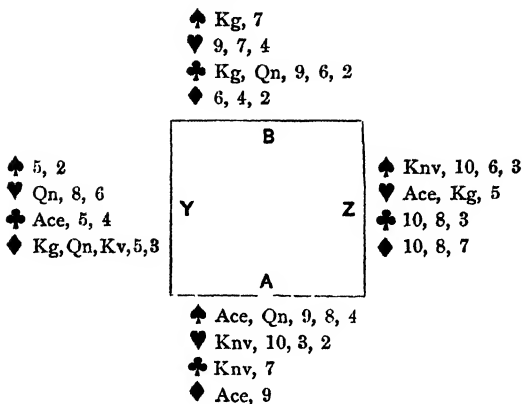
	B	
Y		Z
	A	

♠ Kg, 8, 3
 ♥ Kg, 10, 8, 5, 4, 2
 ♣ 10, 7, 5
 ♦ 6

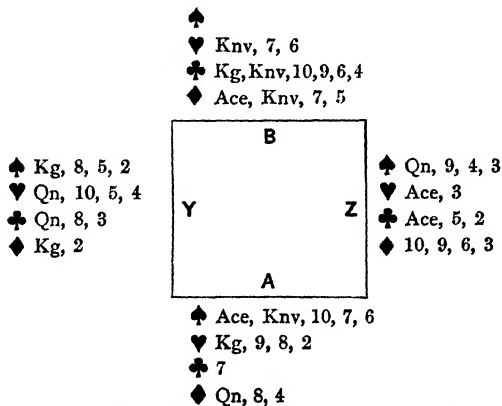
♠ Qn, 9, 2
 ♥ Ace, Knv, 6, 3
 ♣ 9, 3, 2
 ♦ Ace, Kg, 5

♠ Ace, Knv, 4
 ♥ 9, 7
 ♣ Kg, Qn, 6, 4
 ♦ 10, 9, 8, 3

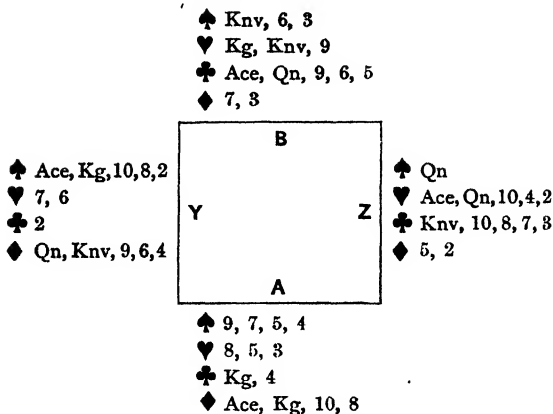
A deals and leaves it; B declares diamonds.



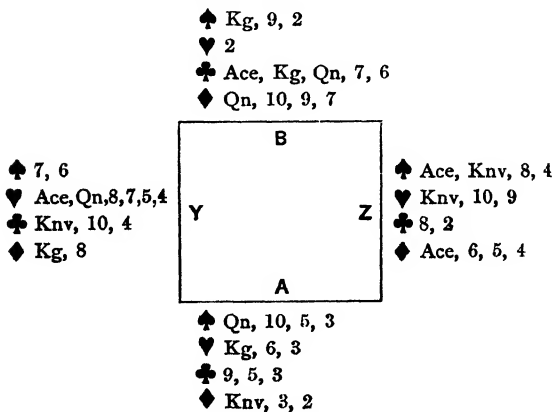
A deals and leaves it ; B declares clubs.



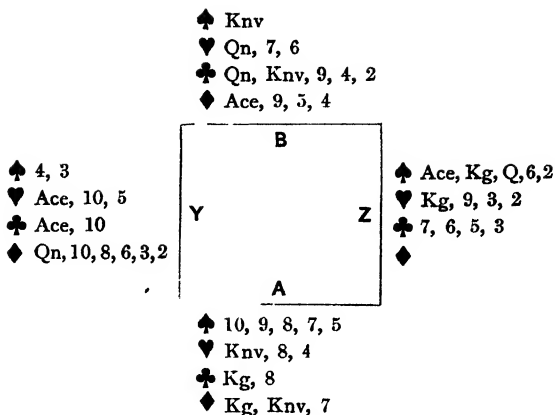
A deals and leaves it ; B declares clubs.



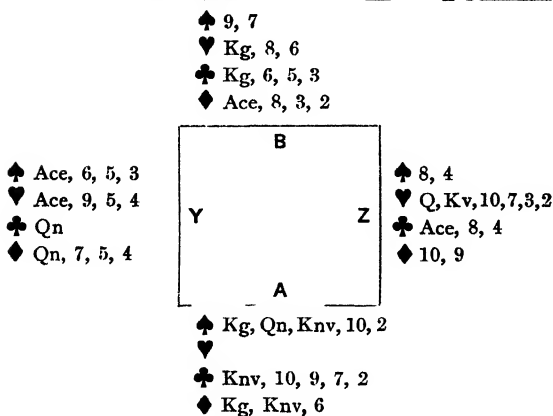
A deals and leaves it ; B declares clubs.



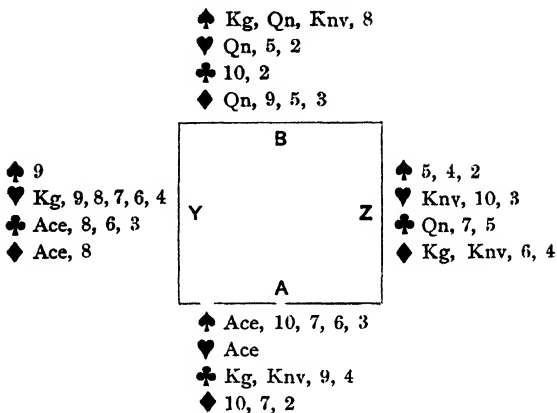
A deals and leaves it ; B declares clubs.



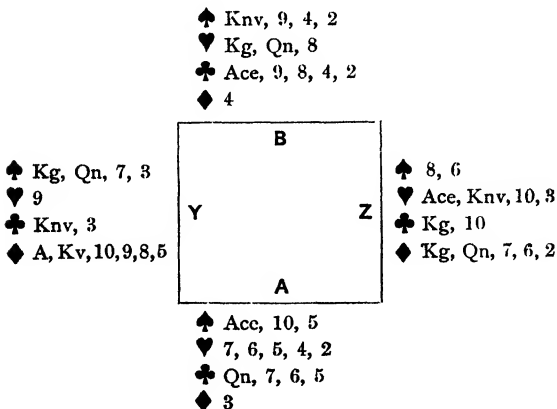
A deals and leaves it ; B declares clubs.



A deals and leaves it ; B declares spades.



A deals and leaves it ; B declares spades.



A deals and leaves it ; B declares spades.

♠ Kg, 4
 ♥ Kg, K_{nv}, 8, 2
 ♣ Kg, 10, 7, 6
 ♦ 9, 8, 3

B

♠ 9, 8, 6
 ♥ 9, 7, 6
 ♣ Ace, 9, 4
 ♦ Ace, Kg, 7, 6

♠ 10, 5, 3
 ♥ Q_n, 10, 4
 ♣ Q_n, K_{nv}, 2
 ♦ Q_n, K_{nv}, 10, 5

♠ Ace, Q_n, K_{nv}, 7, 2
 ♥ Ace, 5, 3
 ♣ 8, 5, 3
 ♦ 4, 2

A deals and leaves it ; B declares spades.

♠ Kg, K_{nv}, 7, 5, 2
 ♥ K_{nv}, 7, 5
 ♣ Ace, 8, 3
 ♦ 6, 2

B

♠ Ace, 10, 9, 8
 ♥ Ace, 3, 2
 ♣ Q_n, K_{nv}, 10, 9
 ♦ Ace, 5

Y

Z

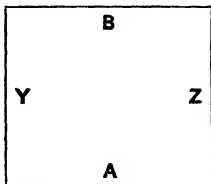
♠
 ♥ Kg, Q, 10, 9, 6, 4
 ♣ 7, 2
 ♦ Kg, K_{nv}, 10, 7, 4

♠ Q_n, 6, 4, 3
 ♥ 8
 ♣ Kg, 6, 5, 4
 ♦ Q_n, 9, 8, 3

A deals and leaves it ; B declares spades.

♠ 6, 4
♥ Ace, K_{nv}, 10
♣ 8, 7, 6, 2
♦ Q_n, 10, 6, 3

♠ K_g, Q_n, 3, 2
♥ 8, 7, 6, 4
♣ K_{nv}, 9, 3
♦ Ace, 8



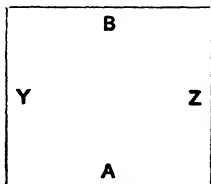
♠ Ace, 10, 9, 8
♥ Q_n, 5, 3
♣ Ace, 10
♦ K_{nv}, 9, 4, 2

♠ K_{nv}, 7, 5
♥ K_g, 9, 2
♣ K_g, Q_n, 5, 4
♦ K_g, 7, 5

A deals and leaves it ; B declares spades.

♠ K_{nv}, 10, 8, 5, 2
♥ K_g, 10, 5, 3
♣ 8, 3, 2
♦ K_{nv}

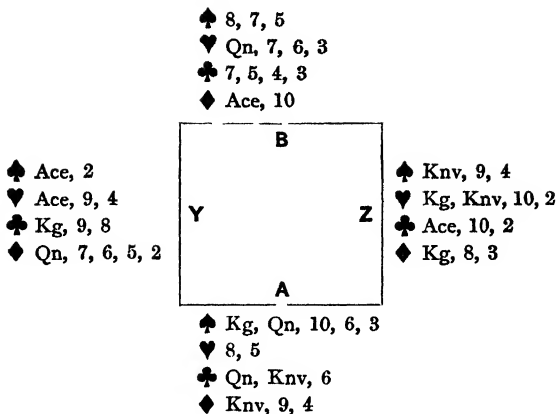
♠
♥ Ace, 8, 6, 2
♣ K_{nv}, 7
♦ A, K_g, Q, 9, 8, 7, 2



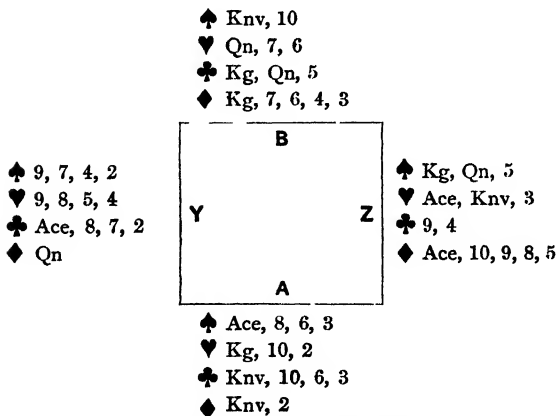
♠ 9, 7, 6, 3
♥ Q_n, K_{nv}, 7
♣ Q_n, 9, 4
♦ 10, 5, 4

♠ Ace, K_g, Q_n, 4
♥ 9, 4
♣ Ace, K_g, 10, 6, 5
♦ 6, 3

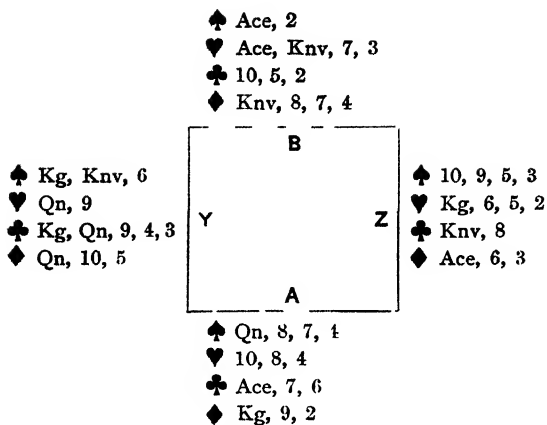
A deals and leaves it ; B declares spades.



A deals and leaves it ; B declares spades.



A deals and leaves it ; B declares spades.



A deals and leaves it ; B declares spades



PART II.

ILLUSTRATIVE GAMES.

ILLUSTRATIVE GAMES.

The following Hands are intended to illustrate the general principles discussed in the preceding pages.

A and B are always partners against Y and Z. A is made dealer, and Y original leader, throughout. The card led is indicated by an arrow.

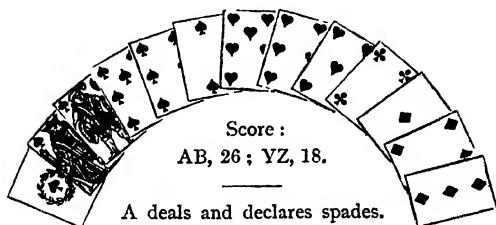
The dealer's hand prefaces the play, and the other hands are given at the end of each game.

Although the play is not always given as it occurred, each hand is taken from actual play.

GAME I.

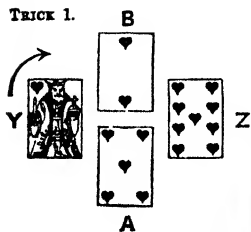
An offensive spade declaration to the score.

A's HAND.



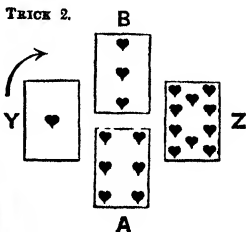
THE PLAY.

TRICK 1.



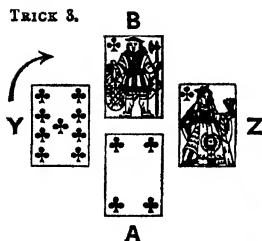
TRICKS { AB, 0
YZ, 1

TRICK 2.



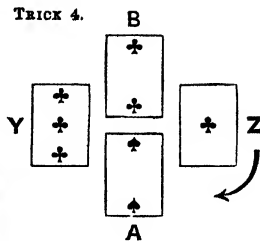
TRICKS { AB, 0
YZ, 2

TRICK 3.



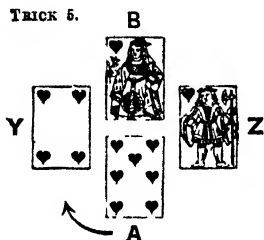
TRICKS { AB, 0
 YZ, 3

TRICK 4.



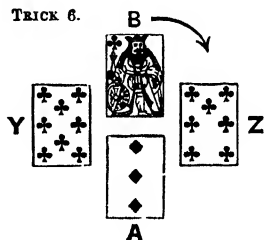
TRICKS { AB, 1
 YZ, 3

TRICK 5.



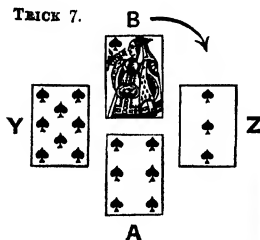
TRICKS { AB, 2
 YZ, 3

TRICK 6.



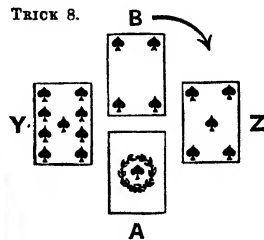
TRICKS { AB, 3
 YZ, 3

TRICK 7.



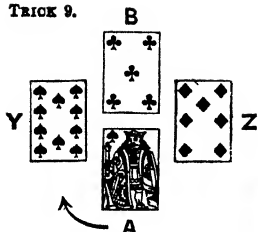
TRICKS { AB, 4
 YZ, 3

TRICK 8.

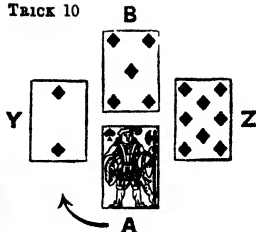


TRICKS { AB, 5
 YZ, 3

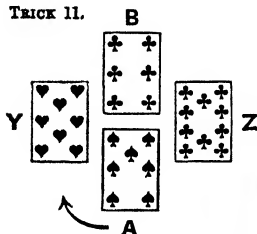
TRICK 9.


 TRICKS { AB, 6
YZ, 3

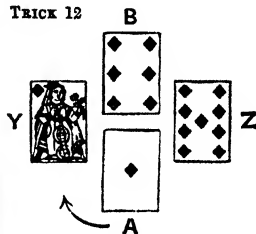
TRICK 10


 TRICKS { AB, 7
YZ, 3

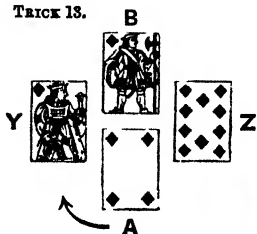
TRICK 11.


 TRICKS { AB, 8
YZ, 3

TRICK 12


 TRICKS { AB, 9
YZ, 3

TRICK 13.


 TRICKS { AB, 9
YZ, 4

A plays to the score, and rightly declares spades. If his partner's hand is such that two tricks cannot be made with spades trumps, it is unlikely that the game can be made with any other declaration. His partner might declare hearts or clubs. If he is strong in those suits, the game should be a certainty with spades declared.

TRICKS 1 and 2.—Y leads the king, ace of hearts ; and, as his partner does not call, it is useless continuing the suit with the queen exposed ; so at Trick 3 he elects to lead through the strong exposed clubs.

TRICK 3.—A plays the knave from B's hand in order that Y should not continue leading through B.

TRICK 4.—Z might open the diamonds up to the exposed hand's weakness ; but, as there are only two clubs left that he cannot see, he hopes that one, or perhaps both, may be with A, in which case his ace of clubs will make, and Y will make a trump. If Z leads a diamond, YZ will, as it happens, make one more trick.

TRICK 5.—A can safely lead the heart. Y, having led king, ace, and not ace, king, must have at least one other ; and Z, not having called, must also have a third heart.

The rest of the hand plays itself, and AB make three by tricks, and game.

Had A left it, B would have declared clubs, and YZ would have made at least the odd trick.

THE HANDS.

A's hand is given above.

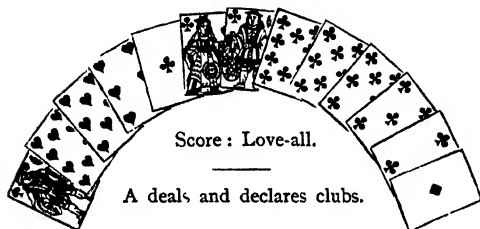
Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ 10, 9, 8	♠ Qn, 4	♠ 5, 3
♥ Ace, Kg, 8, 4	♥ Qn, 3, 2	♥ Knv, 10, 9
♣ 9, 8, 3	♣ Kg, Kv, 6, 5, 2	♣ Ace, Qn, 10, 7
♦ Kg, Qn, 2	♦ Knv, 6, 5	♦ 10, 9, 8, 7



GAME II.

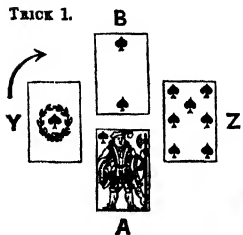
Offensive club declaration by the dealer.

A's HAND.



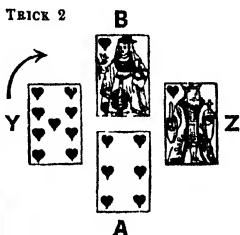
THE PLAY.

TRICK 1.



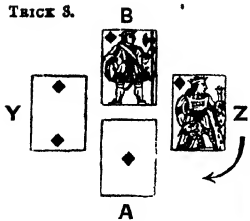
TRICKS { AB, 0
YZ, 1

TRICK 2



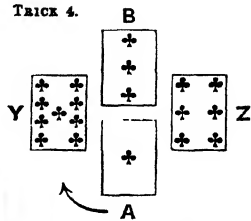
TRICKS { AB, 0
YZ, 2

TRICK 3.



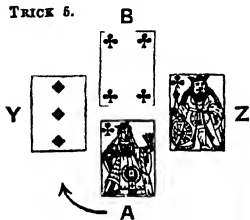
TRICKS { AB, 1
YZ, 2

TRICK 4.



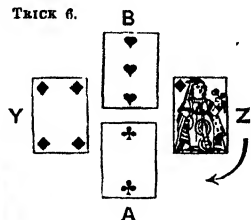
TRICKS { AB, 2
YZ, 2

TRICK 5.



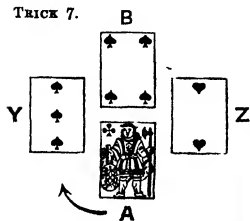
TRICKS { AB, 2
YZ, 3

TRICK 6.



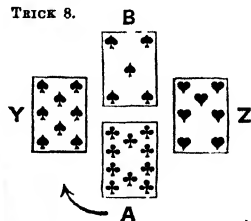
TRICKS { AB, 3
YZ, 3

TRICK 7.



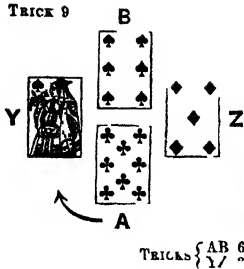
TRICKS { AB, 4
YZ, 3

TRICK 8.

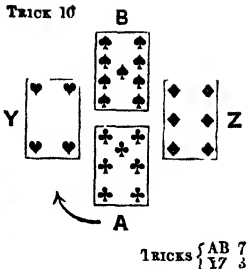


TRICKS { AB, 5
YZ, 3

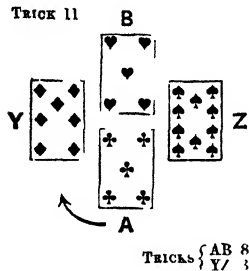
TRICK 9



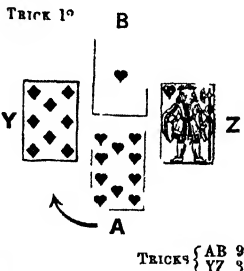
TRICK 10



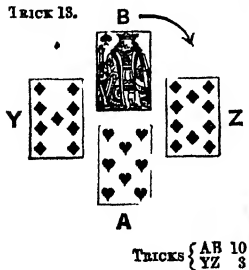
TRICK 11



TRICK 12



TRICK 13.



A's declaration is sound. With eight clubs and four honours, even without the ace of diamonds, he would not be justified in leaving it.

TRICK 2.—Though A would of course play the knave of spades, even if he held the ten, Y abandons the spades on seeing the king in the exposed hand, and leads through the strong exposed hearts. A cannot expect the queen of hearts to win the trick from B's hand ; since, from Y's lead of the nine, the king and knave must both be with Z. In order to win the trick, A must play the ace of hearts on Y's nine, otherwise a small one. If he plays the ace, Z must make a heart later on. As far as trick-making goes, the play of the queen or a small one matters nothing in this case.

TRICK 4.—A better lead for A here would seem to be the ten of hearts, in order to put B in with the ace, so that he may lead a club at Trick 5, and enable A to finesse the ace, ten of clubs. If A plays thus, he will win an extra trick. A, however, knows there are only three clubs between Y and Z, and argues that the king may just as well be guarded on his left as on his right, or that it may be single in one hand. In such cases it is sounder to try the finesse ; but the hand is given as it was played.

The rest of the hand is simple, and AB make four by tricks.

Had A left it, B could only have declared spades, when AB would have made two by cards.

THE HANDS.

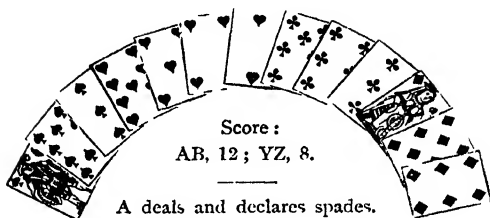
A's hand is given above.

Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Ace, Qn, 8, 3	♠ Kg, 9, 6, 5, 4, 2	♠ 10, 7
♥ 9, 4	♥ Ace, Qn, 5, 3	♥ Kg, Knv 7, 2
♣ 9	♣ 4, 3	♣ Kg, 6
♦ 9, 8, 7, 4, 3, 2	♦ Knv	♦ Kg, Qn, 10, 6, 5

GAME III.

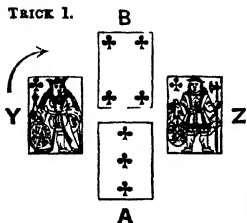
Defensive spade declaration by the dealer.

A's HAND.



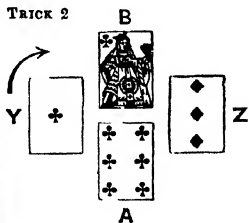
THE PLAY.

TRICK 1.



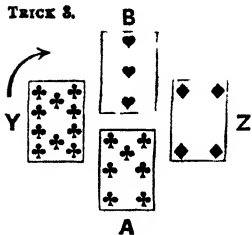
TRICKS { AB, 0
YZ, 1

TRICK 2



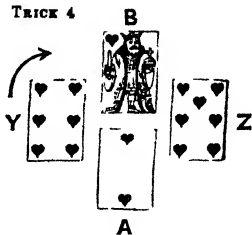
TRICKS { AB, 0
YZ, 2

TRICK 3.



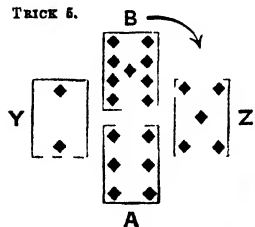
TRICKS $\begin{cases} AB, 0 \\ YZ, 3 \end{cases}$

TRICK 4.



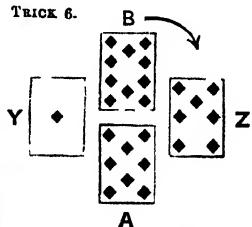
TRICKS $\begin{cases} AB, 1 \\ YZ, 3 \end{cases}$

TRICK 5.



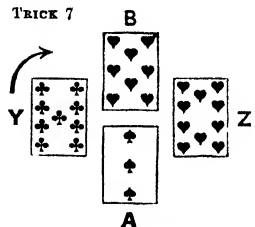
TRICKS $\begin{cases} AB, 2 \\ YZ, 3 \end{cases}$

TRICK 6.



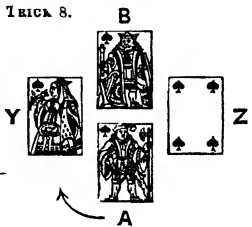
TRICKS $\begin{cases} AB, 2 \\ YZ, 4 \end{cases}$

TRICK 7.



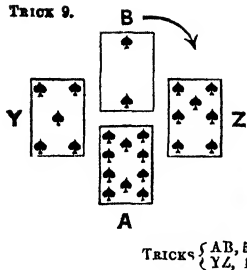
TRICKS $\begin{cases} AB, 3 \\ YZ, 4 \end{cases}$

TRICK 8.

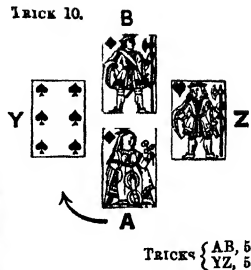


TRICKS $\begin{cases} AB, 4 \\ YZ, 4 \end{cases}$

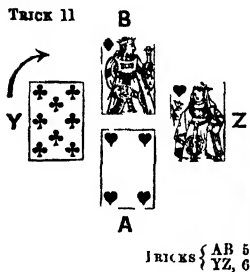
TRICK 9.



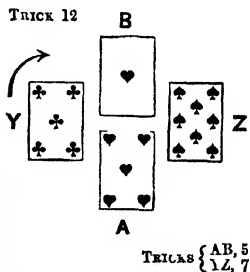
TRICK 10.



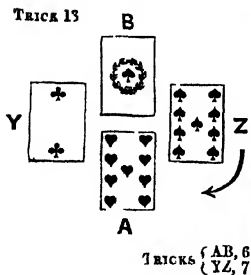
TRICK 11



TRICK 12



TRICK 13



There being no possibility of even two tricks in A's hand, he declares spades, and AB lose the odd trick.

TRICK 2 — Z discards from his weakest suit because the declaration is defensive.

TRICK 3.—Y plays to force a high trump from the exposed hand, but at the fourth trick, as A is now also void in clubs, changes the suit, and leads to his partner's strong suit through the exposed hand's strength. Z, by discarding the three and then the four of diamonds, emphasises his weakness in the suit.

TRICK 5.—Y holds up the ace because, for obvious reasons, he does not want to get the lead. He ought to play it, because Z has played three diamonds, and as it is his weak suit, he is very likely to have no more, and in that case will trump the next diamond led, in the belief that the ace of diamonds lies with A. Besides, Y should assume (for the reason given) that Z holds no more diamonds, and should take the trick and lead another diamond for Z to ruff. Y hopes that A will not persevere with the diamond, but will lead the ace of hearts or a trump.

TRICK 8.—Y is bound to cover the knave.

TRICK 10.—A should lead a heart, because the diamond gives one adversary a ruff and the other a discard, the worst of all possible leads. He could not know Y was out of hearts. As far as affecting the result goes, A's play is immaterial.

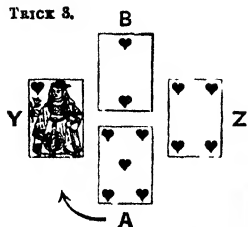
Had A left the declaration to his partner, B would have declared *sans atout*, and YZ would have won the game.

THE HANDS.

A's hand is given above.

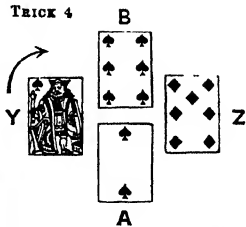
Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Qn, 6, 5	♠ Ace, Kg, 2	♠ 9, 8, 7, 4
♥ 6	♥ Ace, Kg, 8, 3	♥ Qn, Knv, 10, 7
♣ A, Kg, 10, 9, 8, 5, 2	♣ Qn, 4	♣ Knv
♦ Ace, 2	♦ Kg, Knv, 10, 9	♦ 7, 5, 4, 3

TRICK 3.



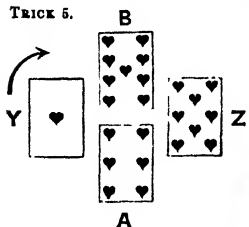
TRICKS { AB, 1
YZ, 2

TRICK 4.



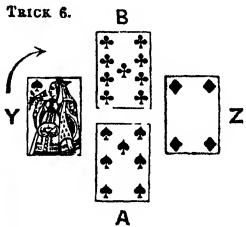
TRICKS { AB, 1
YZ, 3

TRICK 5.



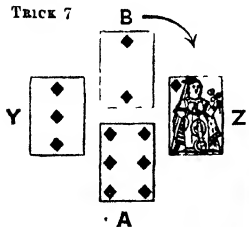
TRICKS { AB, 1
YZ, 4

TRICK 6.



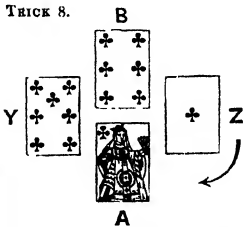
TRICKS { AB, 2
YZ, 4

TRICK 7.



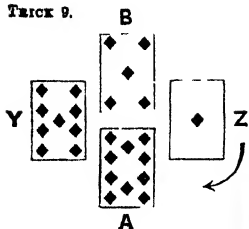
TRICKS { AB, 2
YZ, 5

TRICK 8.



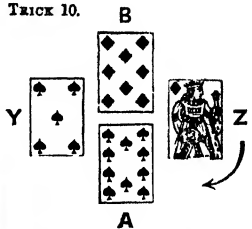
TRICKS { AB, 2
YZ, 6

TRICK 9.



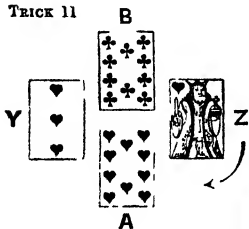
TRICKS { AB, 2
YZ, 7

TRICK 10.



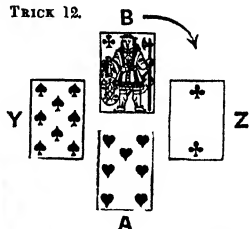
TRICKS { AB, 2
YZ, 8

TRICK 11



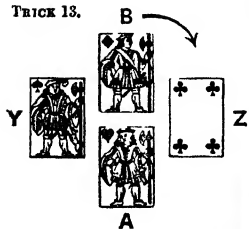
TRICKS { AB, 3
YZ, 6

TRICK 12.



TRICKS { AB, 4
YZ, 8

TRICK 13.



TRICKS { AB, 4
YZ, 9

B follows the rule, and, with five clubs and two honours, declares that suit in preference to spades with two small ones. Two tricks will take AB out, but YZ require four; therefore Z, holding four trumps with ace, king, and a hand with which he may reasonably expect to make six tricks, doubles.

TRICK 1.—Z having doubled, it is incumbent on Y to lead his highest trump.

TRICK 2.—The queen of trumps being marked with A, Z does not go on with trumps, lest A should also hold the seven, but opens a spade up to impotence in the exposed hand.

TRICK 4.—The law enacts that, when one's partner has doubled, one must play *his* game. Z having discontinued trumps, and obviously not because he wishes his partner to lead through B's hand, Y rightly does not persevere with them, but leads his winning cards. If the trumps in the exposed hand were such that Z might have tenaces over them, Y should lead another trump. This is clearly not so, so he would do wrong to lead another round.

TRICKS 4 and 6.—Z has to discard twice, so he calls in diamonds to show strength.

TRICK 8.—Z takes out another round of trumps. If he finds the queen guarded, he will lead a third round, and make sure of two by tricks, and game.

TRICK 9.—Z catches the queen at Trick 8, so he makes his diamonds, and then forces B with the king of hearts.

YZ make three by tricks.

Had B declared spades, Y would have doubled, and YZ would have made a Small Slam. Although this in nowise affects the correctness of B's declaration, it so happens that by declaring clubs AB save thirty-two points.

THE HANDS.

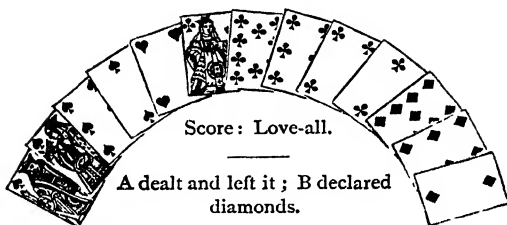
A's hand is given above.

Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Kg, Q, Kv, 8, 5, 3	♠ 6, 4	♠ 9
♥ Ace, Qn, 3	♥ 9, 2	♥ Kg, 8, 4
♣ 8, 7	♣ K nv, 10, 9, 6, 3	♣ Ace, Kg, 4, 2
♦ 9, 3	♦ K nv, 8, 5, 2	♦ Ace, Kg, Q, 7, 4

GAME V.

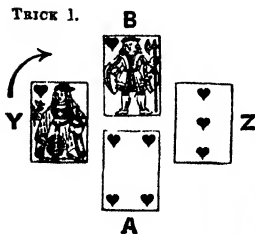
A diamond declaration with four honours.

A's HAND.



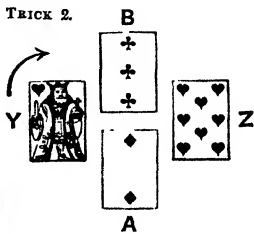
THE PLAY.

TRICK 1.



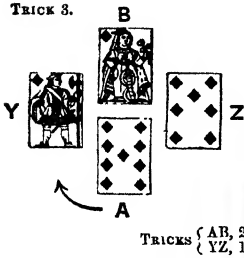
TRICKS { AB, 0
YZ, 1

TRICK 2.

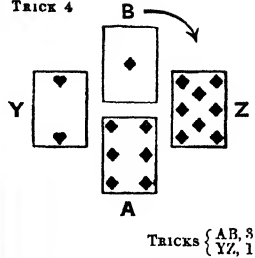


TRICKS { AB, 1
YZ, 1

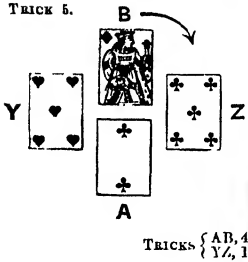
TRICK 3.



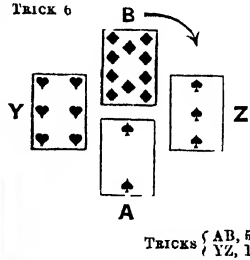
TRICK 4



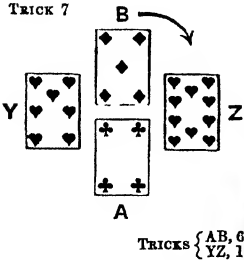
TRICK 5.



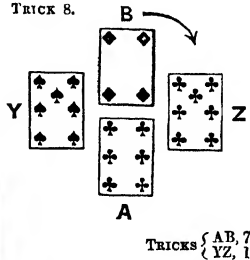
TRICK 6



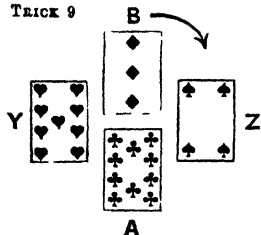
TRICK 7



TRICK 8.

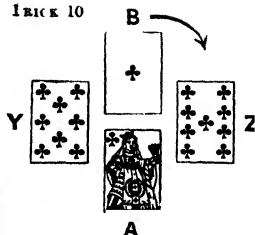


TRICK 9



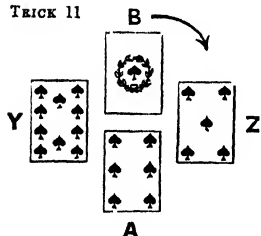
$$\text{TRICKS } \begin{cases} AB, 8 \\ YZ, 1 \end{cases}$$

TRICK 10



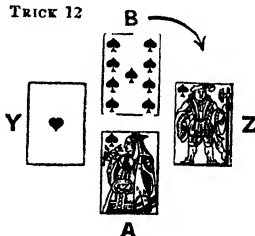
$$\text{TRICKS } \begin{cases} AB, 9 \\ YZ, 1 \end{cases}$$

TRICK 11



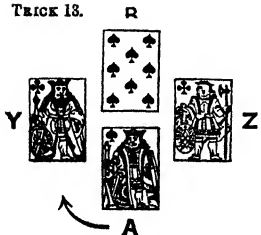
$$\text{TRICKS } \begin{cases} AB, 10 \\ YZ, 1 \end{cases}$$

TRICK 12



$$\text{TRICKS } \begin{cases} AB, 1 \\ YZ, 1 \end{cases}$$

TRICK 13.



$$\text{TRICKS } \begin{cases} AB, 12 \\ YZ, 1 \end{cases}$$

TRICK 2.—Y ought, perhaps, to try a spade, but hopes to force B, and be led up to eventually in clubs. The result is the same in either case. The hand plays itself, and AB make a Small Slam, scoring in all for the deal 104. The hand is given because, when it was played, B, instead of declaring diamonds,

declared *sans atout*. Y doubled, and YZ made two by tricks, and game. There can be no doubt that B was wrong. Apart from the rule that requires hearts or diamonds to be declared when four honours are held (even with three aces), it is clear that if A holds the ace of hearts AB must win the game without trumps. If A has not the ace of hearts, there is great danger in declaring *sans atout*, because he cannot have any particular strength in hearts, or he would have declared them; and the adversaries may be overwhelmingly strong. A would not have left it unless he had the possibility of three tricks in his hand, or the ace of hearts and some other strength; and three possible tricks, added to B's hand, mean the game. Unquestionably, B's proper declaration is diamonds.

THE HANDS.

A's hand is given above.

Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ 10, 7	♠ Ace, 9, 8	♠ K ^{nv} , 5, 4, 3
♥ A, K, Q, 9, 7, 6, 5, 2	♥ K ^{nv}	♥ 10, 8, 3
♣ K ^g , 8	♣ Ace, 3	♣ K ^{nv} , 9, 7, 5
♦ K ^{nv}	♦ A, K, Q, 10, 5, 4, 3	♦ 8, 7



GAME VI.

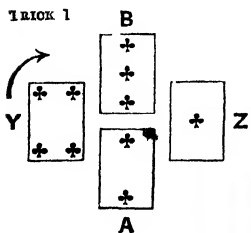
A four-heart declaration.

A's HAND.



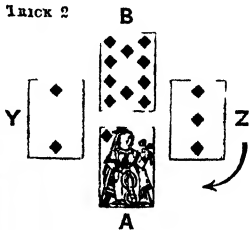
THE PLAY

TRICK 1



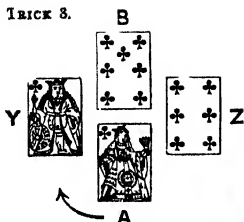
TRICKS $\begin{cases} AB, 0 \\ YZ, 1 \end{cases}$

TRICK 2



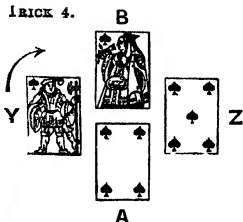
TRICKS $\begin{cases} AB, 1 \\ YZ, 1 \end{cases}$

TRICK 3.



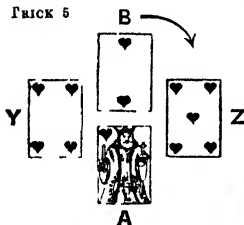
TRICKS { AB, 1
YZ, 2

TRICK 4.



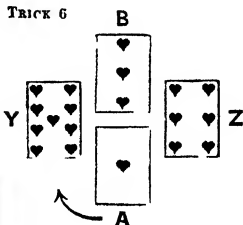
TRICKS { AB, 2
YZ, 2

TRICK 5



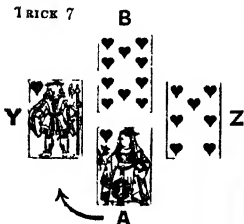
TRICKS { AB, 3
YZ, 2

TRICK 6



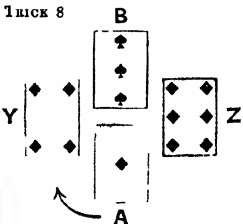
TRICKS { AB, 4
YZ, 2

TRICK 7



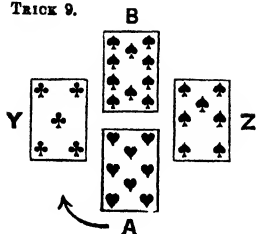
TRICKS { AB, 5
YZ, 2

TRICK 8

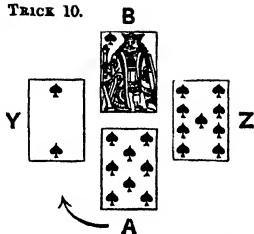


TRICKS { AB, 6
YZ, 2

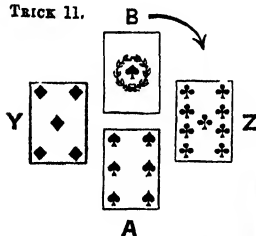
TRICK 9.

TRICKS { AB, 7
YZ, 2

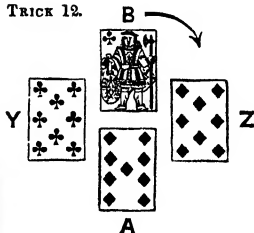
TRICK 10.

TRICKS { AB, 8
YZ, 2

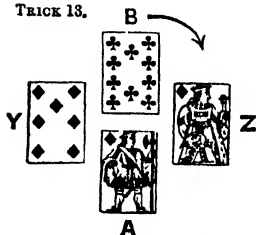
TRICK 11.

TRICKS { AB, 9
YZ, 2

TRICK 12.

TRICKS { AB, 10
YZ, 2

TRICK 13.

TRICKS { AB, 11
YZ, 2

A declares hearts with four; because, if he leaves it, his partner will most likely have to declare a black suit. He can hardly declare *sans atout* with both red suits against him. A's hand is pretty safe for five tricks, and he holds three honours. He cannot

declare *sans atout*. It is only in cases such as this that the dealer may declare hearts with only four at the score of love.

TRICK 2.—A plays the queen to induce the adversary, who has not got it, to suppose his partner holds the knave. The dealer should always play false cards.

TRICK 4.—Y might try another club, in the hope of his partner ruffing. It is hopeless to lead a spade through such strength as B's.

The play is straightforward throughout, and AB make five by tricks.

THE HANDS.

A's hand is given above.

Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Knv, 2	♠ A, Kg, Qn, 10, 3	♠ 9, 7, 5
♥ Knv, 9, 4	♥ 10, 3, 2	♥ 7, 6, 5
♣ Kg, 8, 5, 4	♣ Knv, 10, 7, 3	♣ Ace, 9, 6
♦ 7, 5, 4, 2	♦ 10	♦ Kg, 8, 6, 3



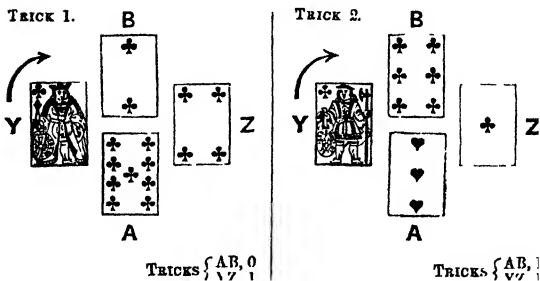
GAME VII.

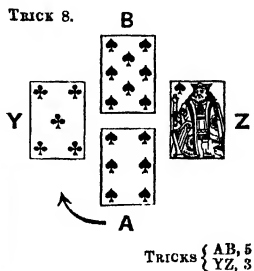
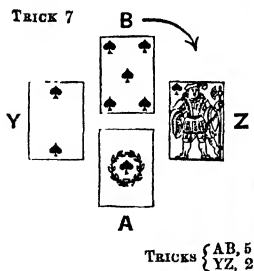
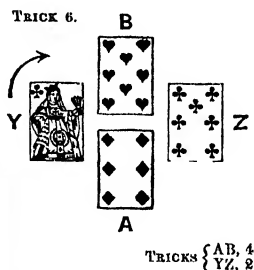
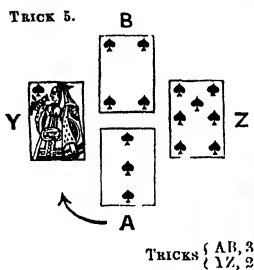
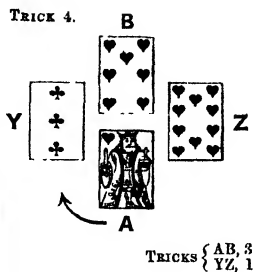
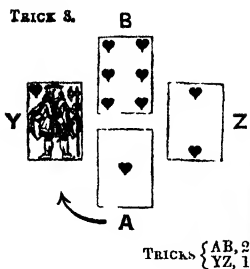
A six-heart declaration with three aces.

A's HAND

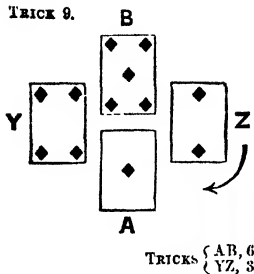


THE PLAY.

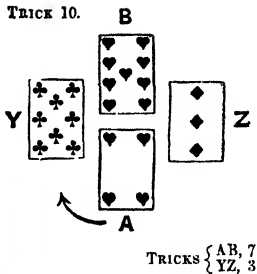




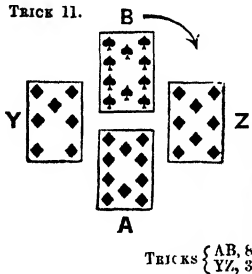
TRICK 9.



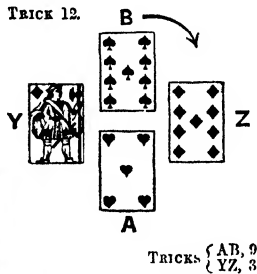
TRICK 10.



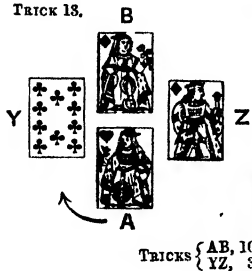
TRICK 11.



TRICK 12.



TRICK 13.



When this game was played, A declared *sans about* and lost the odd trick. It is a heart hand.

TRICKS 3 and 4.—The dealer plays false cards to leave Y in doubt whether the queen of hearts is not with Z.

TRICK 6.—Y plays very badly to lead another club, though, as it happens, if he leads either a spade or diamond, owing to the way in which the cards lie, it makes it easier for the dealer. Seemingly, Y's best lead is the knave of diamonds, in the hope that his partner may have ace king, or ace ten, or king ten, of the suit; and also because, if A gets in, he must lead a spade up to Z. As it happens, it would be an unfortunate lead. The result will be the same, whatever Y leads, if A plays correctly.

TRICK 10.—A leads a trump to put B in, so that he may lead a spade for A to discard his losing diamond on.

AB make four by tricks, and game.

THE HANDS.

A's hand is given above.

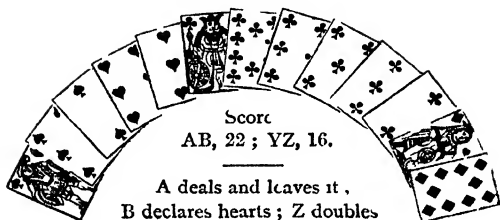
Y's HAND.	B's HAND. (<i>Exposed</i>)	Z's HAND.
♠ Qn, 2	♠ 10, 9, 8, 5, 4	♠ Kg, Knv, 7
♥ Knv	♥ 9, 8, 7, 6	♥ 10, 2
♣ K, Q, Kv, 10, 8, 5, 3	♣ 6, 2	♣ Ace, 7, 4
♦ Knv, 7, 4	♦ Qn, 5	♦ Kg, 9, 8, 3, 2



GAME VIII.

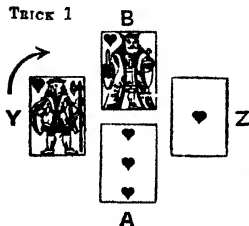
Doubling hearts

A's HAND.



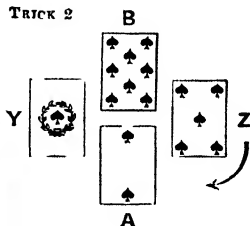
THE PLAY.

TRICK 1



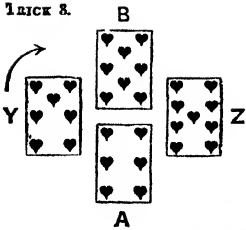
TRICKS { AB, 0
YZ, 1

TRICK 2



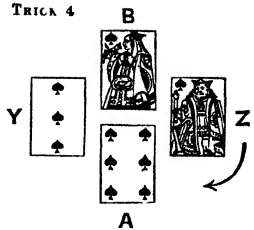
TRICKS { AB, 0
YZ, 2

TRICK 3.



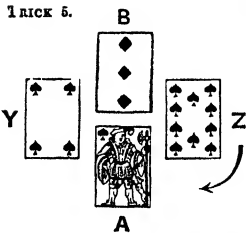
$$\text{TRICKS } \begin{cases} AB, 0 \\ YZ, 5 \end{cases}$$

TRICK 4



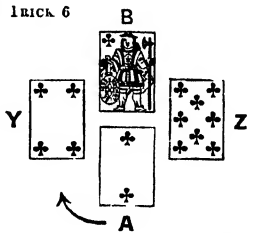
$$\text{TRICKS } \begin{cases} AB, 0 \\ YZ, 4 \end{cases}$$

TRICK 5.



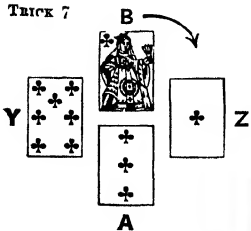
$$\text{TRICKS } \begin{cases} AB, 1 \\ YZ, 4 \end{cases}$$

TRICK 6



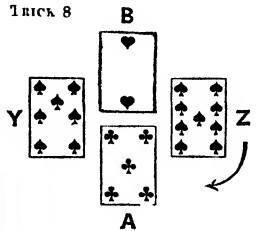
$$\text{TRICKS } \begin{cases} AB, 2 \\ YZ, 4 \end{cases}$$

TRICK 7



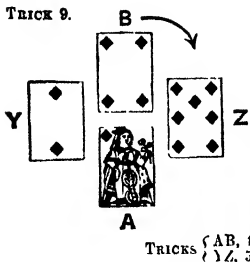
$$\text{TRICKS } \begin{cases} AB, 2 \\ YZ, 5 \end{cases}$$

TRICK 8

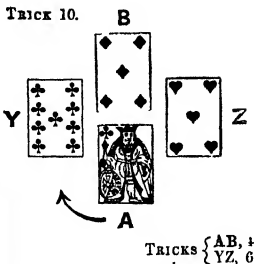


$$\text{TRICKS } \begin{cases} AB, 3 \\ YZ, 5 \end{cases}$$

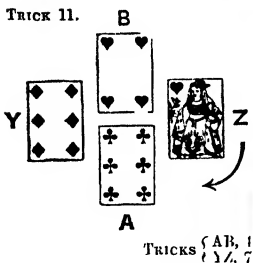
TRICK 9.



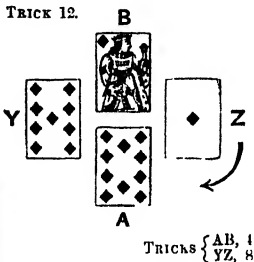
TRICK 10.



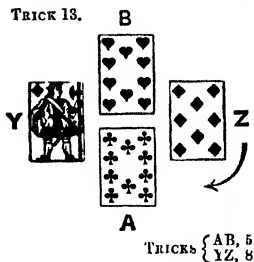
TRICK 11.



TRICK 12.



TRICK 13.



A, with the score at 22, and with six clubs and two honours, should declare clubs on his own hand, instead of leaving it. He is very weak in hearts, and since his partner, at the score of 22, is sure to declare that suit on minimum strength, the result may be the loss of the game. This is just what happens. Z, with the

cards he holds, is quite right to double to the score.

TRICK 1.—Y, as he is bound to do, leads his highest trump.

TRICK 2.—Z hopes to put Y in, to lead through B again. In this hand the position is the exact opposite to that in Hand 4. Here Z clearly wants the hearts led through B.

TRICK 3.—Y continues the trump through B.

TRICK 6.—Z refuses to win B's knave, though it makes very little difference.

YZ win two by tricks, and the game.

With clubs trumps, AB would win the odd trick.

THE HANDS.

A's hand is given above.

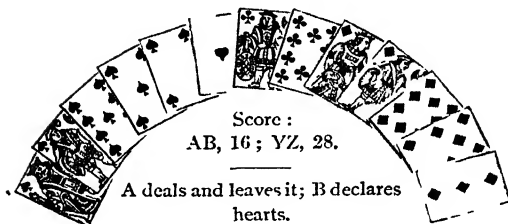
Y's HAND.		B's HAND. (Exposed)	Z's HAND.
♠ Ace, 7, 4, 3		Qn, 8	♠ Kg, 10, 9, 5.
♥ Knv, 7		Kg, 10, 8, 4, 2	♥ Ace, Qn, 9, 5
♣ 9, 7, 4		Qn, Knv	♣ Ace, 8
♦ Knv, 9, 6, 2		Kg, 5, 4, 3	♦ Ace, 8, 7



GAME IX.

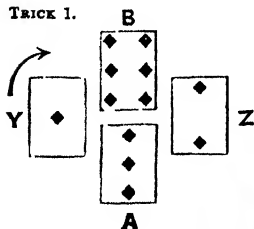
A desperate declaration.

A's HAND.



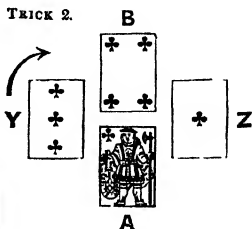
THE PLAY.

TRICK 1.



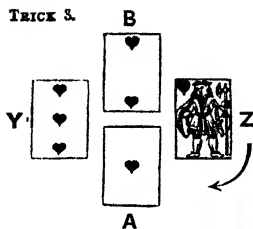
TRICKS { AB, 0
YZ, 1

TRICK 2.



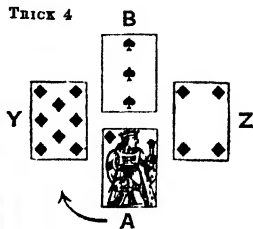
TRICKS { AB, 0
YZ, 2

TRICK 3.



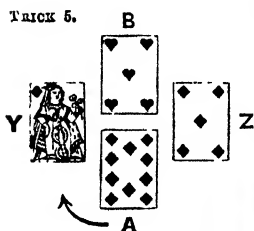
TRICKS { AB, 1
YZ, 2

TRICK 4



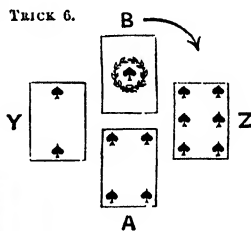
TRICKS { AB, 2
YZ, 2

TRICK 5.



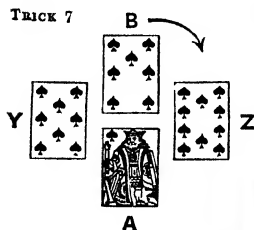
TRICKS { AB, 3
YZ, 2

TRICK 6.



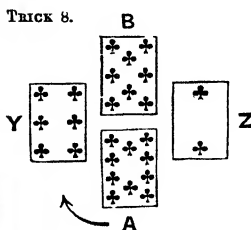
TRICKS { AB, 4
YZ, 2

TRICK 7



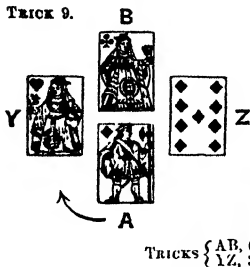
TRICKS { AB, 5
YZ, 2

TRICK 8.

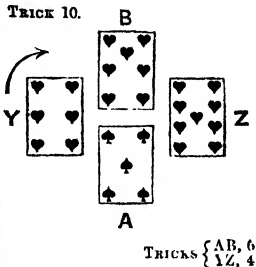


TRICKS { AB, 6
YZ, 2

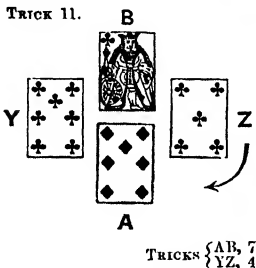
TRICK 9.



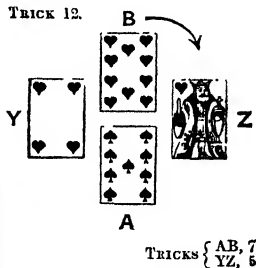
TRICK 10.



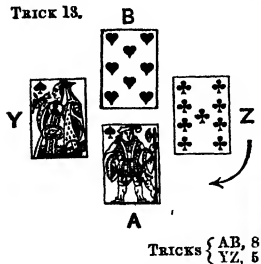
TRICK 11.



TRICK 12.



TRICK 13.



With the score as it is, A should, perhaps, declare *sans atout*. He reasons that, if his partner is weak in hearts, they will be badly hit without trumps; whereas, if he has any heart strength at all, he will declare that suit in accordance with rule; when, with the cards he holds himself, they may make two by tricks; which they would

also require without trumps, in order to win the game.

TRICK 3.—What to lead, is an awkward question for Z. He might try the ten of spades; but, as it is clear to him that B has only declared hearts to the score, and that A cannot be very strong (or he would at sixteen have declared hearts himself), he opens the trump suit. Whatever he leads, the result will be the same.

TRICK 7.—If A finesses the knave of spades here, he will only make the odd trick. He declines to run any risk, as the nine of diamonds is almost certainly with Z; and, by playing as he does, he can make sure of two by cards, and the game.

THE HANDS.

A's hand is given above.

Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Qn, 8, 2	♠ Ace, 7, 3	♠ 10, 6
♥ Qn, 6, 4, 3	♥ 10, 8, 7, 5, 2	♥ Kg, Knv, 9
♣ 7, 6, 3	♣ Kg, Qn, 8, 4	♣ Ace, 9, 5, 2
♦ Ace, Qn, 8	♦ 6	♦ 9, 5, 4, 2



GAME X,

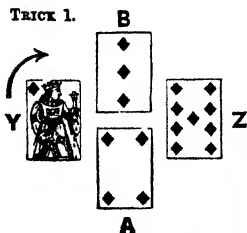
Calling for a ruff.

A's HAND.



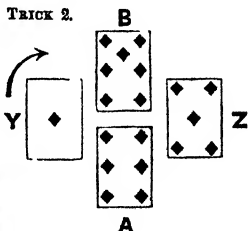
THE PLAY.

TRICK 1.



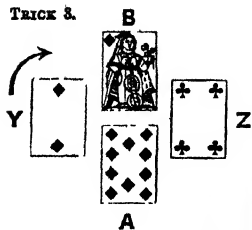
TRICKS { AB, 0
YZ, 1

TRICK 2.



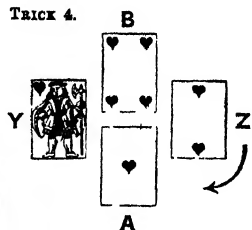
TRICKS { AB, 0
YZ, 2

TRICK 3.



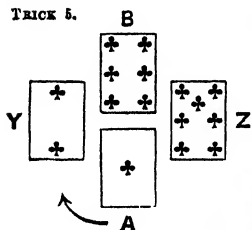
TRICKS $\begin{cases} AB, 0 \\ YZ, 3 \end{cases}$

TRICK 4.



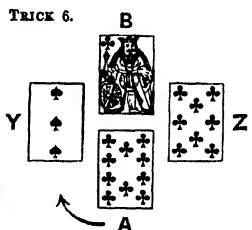
TRICKS $\begin{cases} AB, 1 \\ YZ, 3 \end{cases}$

TRICK 5.



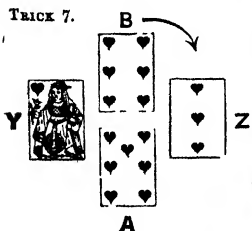
TRICKS $\begin{cases} AB, 2 \\ YZ, 3 \end{cases}$

TRICK 6.



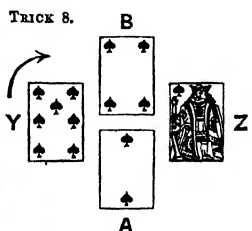
TRICKS $\begin{cases} AB, 3 \\ YZ, 3 \end{cases}$

TRICK 7.



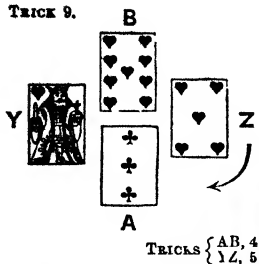
TRICKS $\begin{cases} AB, 3 \\ YZ, 4 \end{cases}$

TRICK 8.

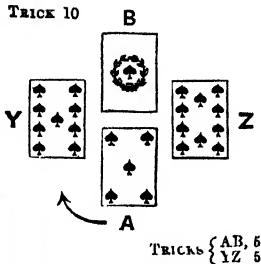


TRICKS $\begin{cases} AB, 3 \\ YZ, 5 \end{cases}$

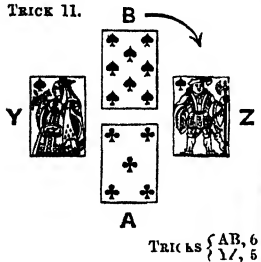
TRICK 9.



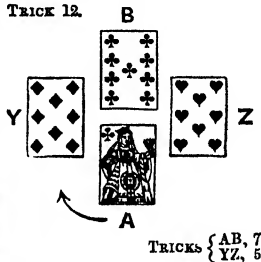
TRICK 10



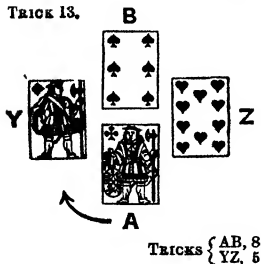
TRICK 11.



TRICK 12.



TRICK 13.



Unless YZ are twenty-four or over, and AB are love, when he might risk *sans about*, clubs is A's proper declaration with this hand.

TRICKS 1 and 2.—Z calls in diamonds, intimating that he has no more of the suit, and wishes Y to continue it, so that he may trump the next round. But for this indication, Y would be wrong to lead a third round of

diamonds, with the queen in the exposed hand; and, the opportunity for a ruff being lost, AB would win the game.

TRICK 4.—Z leads up to the weakness in the exposed hand.

TRICK 6.—A, by playing the king from the exposed hand on his own ten, after Y has failed, tries to induce Y to believe that Z holds the queen, in the hope that he may lead a diamond next round, when he gets in.

TRICK 7.—A leads a heart from the exposed hand, in order to put Y in. Y, having played the knave on A's ace, must have the queen or king, or both; and Z, even if he holds one of them, will therefore pass it up. A wants Y to get in and lead a diamond.

TRICK 8.—If Y here leads a diamond, A will ruff it from the exposed hand, and himself discard a spade, whereby he will win three by tricks. Y thinks there must be something wrong about A's last lead; because, if he holds the king of spades, he would have preferred to open spades. Y knows that, unless A played falsely at Trick 6, the queen of clubs must be with Z, and that they can save the game; but, if Z *did* play falsely, he cannot have the king of spades, since he could in that case win the game right off, and would not need to play to deceive. He accordingly credits his partner with the king of spades, and opens that suit.

AB make two by cards, and YZ save the game.

Had not Y been a very acute player, A's little scheme would have succeeded. It is by artifices of this kind that the good player prevails over the inattentive or less instructed adversary.

THE HANDS.

A's hand is given above.

Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Qn, 9, 7, 3	♠ Ace, 8, 6, 4	♠ Kg, Knv, 10
♥ Kg, Qn, Knv	♥ 9, 6, 4	♥ 10, 8, 5, 3, 2
♣ 2	♣ Kg, 9, 6	♣ 8, 7, 4
♦ A, Kg, Knv, 8, 2	♦ Qn, 7, 3	♦ 9, 5

GAME XI.

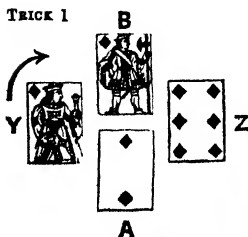
Calling for a ruff.

A's HAND.



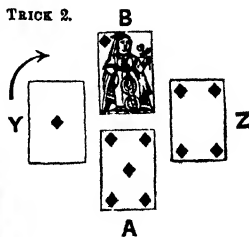
THE PLAY.

TRICK 1



TRICKS { AB, 0
YZ, 1

TRICK 2.



TRICKS { AB, 0
YZ, 2

TRICK 3.

Y B Z

A

TRICKS {AB, 0
YZ, 3}

TRICK 4.

Y B Z

A

TRICKS {AB, 0
YZ, 4}

TRICK 5.

Y B Z

A

TRICKS {AB, 1
YZ, 4}

TRICK 6.

Y B Z

A

TRICKS {AB, 2
YZ, 4}

TRICK 7.

Y B Z

A

TRICKS {AB, 3
YZ, 4}

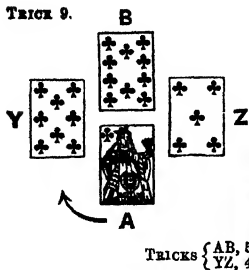
TRICK 8.

Y B Z

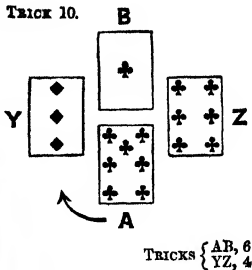
A

TRICKS {AB, 4
YZ, 4}

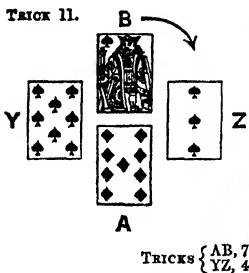
TRICK 9.



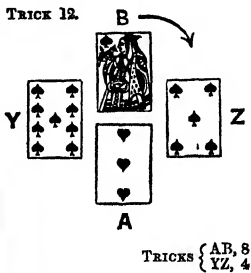
TRICK 10.



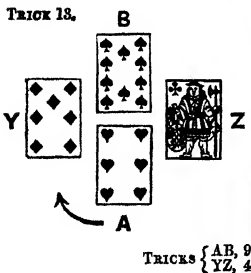
TRICK 11.



TRICK 12.



TRICK 13.



If A leaves it, his partner will probably have to declare a black suit. With three honours and a probable five tricks in his hand, A is right to declare hearts.

TRICKS 1 and 2.—Z calls in diamonds, intimating that he holds no more, and wishes Y to persevere with the suit, in order that he may trump it.

TRICK 3.—Unless Z calls, Y cannot go on with diamonds. Z having called, Y continues with a third round, which Z wins; and, to save the game, at once leads out his ace of spades. But for the call, YZ must lose the game.

AB win three by tricks.

THE HANDS.

A's hand is given above.

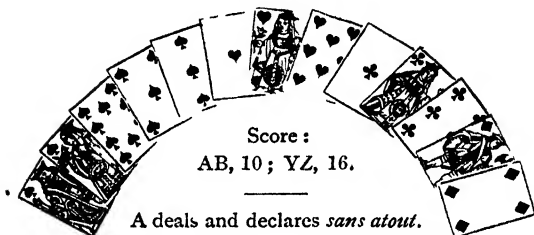
Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ 9, 8, 6	♠ Kg, Qn, 10, 7, 4	♠ Ace, 5, 3, 2
♥ 8, 5, 2	♥ 10, 7	♥ Knv, 9, 4
♣ 8, 4	♣ Ace, 10, 9, 2	♣ Knv, 6, 5, 3
♦ Ace, Kg, 10, 7, 3	♦ Qn, Knv	♦ 6, 4



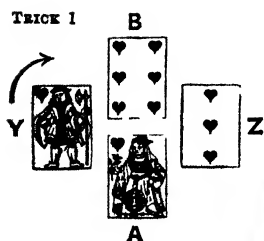
GAME XII.

Returning partner's lead, *sans atout*.

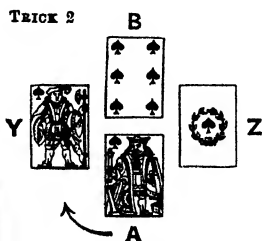
A's HAND.



THE PLAY

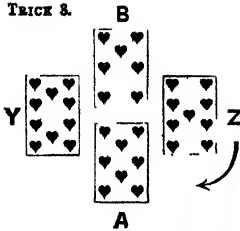


TRICKS $\left\{ \begin{array}{l} AB, 1 \\ YZ, 0 \end{array} \right.$



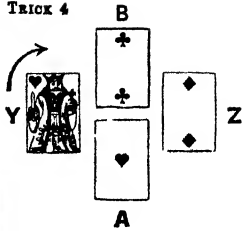
TRICKS $\left\{ \begin{array}{l} AB, 1 \\ YZ, 1 \end{array} \right.$

TRICK 3.



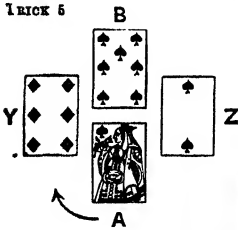
TRICKS { AB 1
YZ, 2

TRICK 4



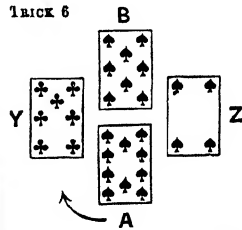
TRICKS { AB, 2
YZ, 2

TRICK 5



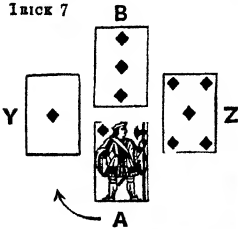
TRICKS { AB, 3
YZ, 2

TRICK 6



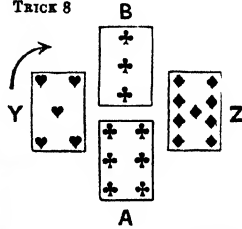
TRICKS { AB, 4
YZ, 2

TRICK 7



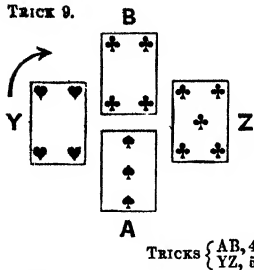
TRICKS { AB, 4
YZ 3

TRICK 8

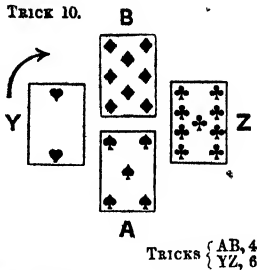


TRICKS { AB, 4
YZ, 4

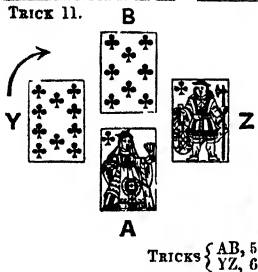
TRICK 9.



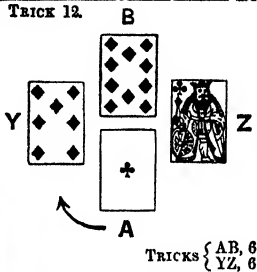
TRICK 10.



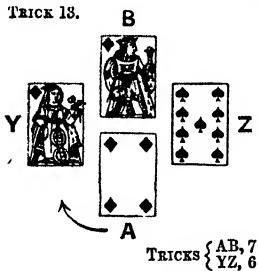
TRICK 11.



TRICK 12.



TRICK 13.



TRICK 1.—Y opens correctly with the knave from king, knave, ten, etc., of his long suit.

TRICK 3.—Z returns his partner's lead. Any effort to bring in two suits generally results in the establishment of neither. Unless there are at least two winning cards in the exposed hand over your partner, or unless you yourself have a strong suit headed by certain winning cards, such as ace, king, queen,

it is imperative on you to return your partner's lead *sans about*. Y might have led from ace, king, knave, ten. A passes the second round in order to exhaust Z's hearts.

TRICK 4.—As his partner is leading, Z discards from his weakest suit.

TRICK 5.—A knows that the nine and another spade are with Z, and all the remaining hearts with Y. Y discards from his strongest suit, as the opponents are leading.

TRICK 6.—Y, having indicated his strong suit at Trick 5, his subsequent discards are immaterial. The same applies to Z's discard at Trick 8.

TRICK 7.—If A leads another spade, and the ace of diamonds lies with Y, so that Z can put him in, A will lose the odd trick. Z cannot hold both the ace and queen of diamonds, or he would have indicated this suit to Y by his discard at Trick 4. If he holds the queen, and Y the ace, A must lose the game, whatever he leads, if Y passes the diamond. If A leads the knave of diamonds, and Y holds the ace, Y, knowing from Z's discard that diamonds is his weakest suit, and holding three winning hearts, would never pass; especially as A would lead the knave even if he held the queen. If the queen is with Y, and the ace with Z, A will win the game by leading the knave of diamonds. Y wins the trick with his ace, in order to make his hearts, lest he may have to discard them. It is useless to play the queen or pass, with the king and ten of diamonds in the exposed hand.

TRICK 11.—Y leads his highest club to his partner's indicated strong suit.

AB win the odd trick.

THE HANDS.

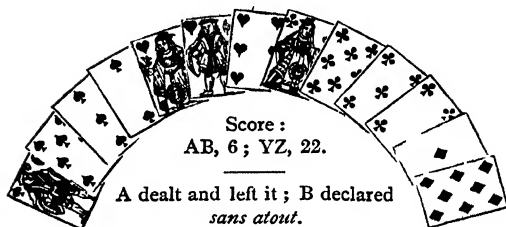
A's hand is given above.

Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ K _{nv}	♠ 8, 7, 6	♠ Ace, 9, 4, 2
♥ K, K _v , 10, 5, 4, 2	♥ 7, 6	♥ 9, 3
♣ 10, 7	♣ 8, 4, 3, 2	♣ K _g , K _{nv} , 9, 5
♦ Ace, Q _n , 7, 6	♦ K _g , 10, 8, 3	♦ 9, 5, 2

GAME XIII.

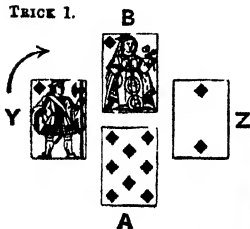
Clearing suits, *sans atout*.

A's HAND.



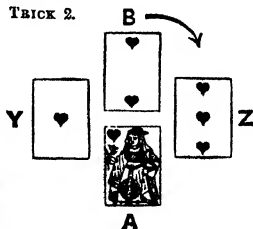
THE PLAY.

TRICK 1.



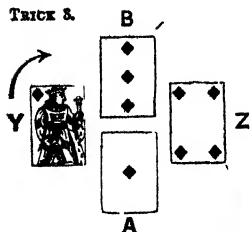
$$\text{TRICKS } \begin{cases} \text{AB, 1} \\ \text{YZ, 0} \end{cases}$$

TRICK 2.



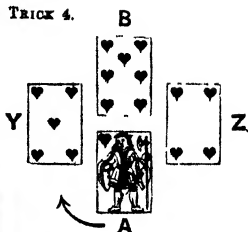
$$\text{TRICKS } \begin{cases} \text{AB, 1} \\ \text{YZ, 1} \end{cases}$$

TRICK 3.



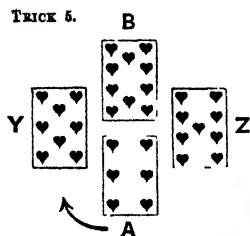
TRICKS {AB, 2
YZ, 1}

TRICK 4.



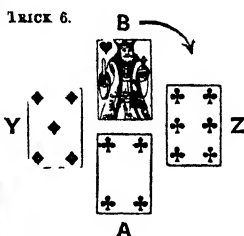
TRICKS {AB, 3
YZ, 1}

TRICK 5.



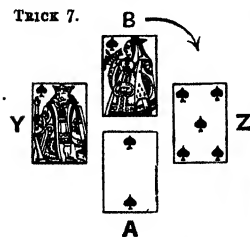
TRICKS {AB, 4
YZ, 1}

TRICK 6.



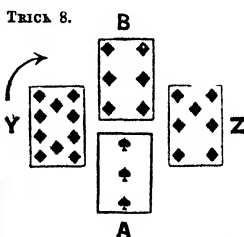
TRICKS {AB, 5
YZ, 1}

TRICK 7.



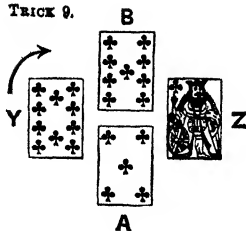
TRICKS {AB, 5
YZ, 2}

TRICK 8.



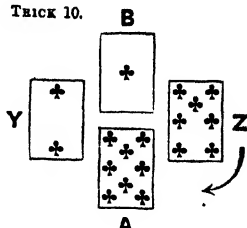
TRICKS {AB, 5
YZ, 3}

TRICK 9.



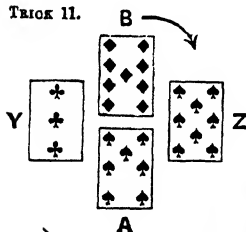
TRICKS { AB, 5
YZ, 4

TRICK 10.



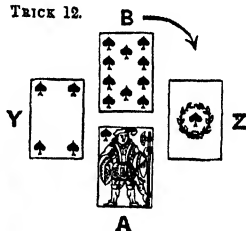
TRICKS { AB, 6
YZ, 4

TRICK 11.



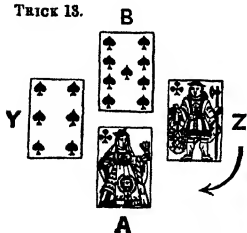
TRICKS { AB, 7
YZ, 4

TRICK 12.



TRICKS { AB, 7
YZ, 5

TRICK 13.



TRICKS { AB, 8
YZ, 5

B's hand is not strong enough for *sans atout* at love-all; but, being well guarded, he makes a push for the game.

TRICK 1.—Y leads correctly. A, holding the ace himself, knows the lead must be from king, knave, ten, and wins the knave with the queen.

TRICK 2.—A begins to clear the hearts.

TRICK 3.—Y plays very badly in leading the king. He excused himself by saying he thought A's eight of diamonds at Trick 1 was a false card. He ought to risk it anyway. His proper lead is the five of diamonds. If he so leads, AB will only make the odd trick, and YZ save the game.

TRICK 6.—Z indicates his best suit by his first discard when the adversary is leading. Y has already shown his suit by leading; he does not wish to weaken his spades, so he discards the five of diamonds, which is useless.

TRICK 7.—A now tries the spades. Z does not play the ace on the queen, as he wants his partner to get in (if he has the king) in order to make his knave of diamonds, and then lead a club through the ace.

TRICK 9.—Y leads a club, in accordance with Z's discard. It is useless for Z to pass.

AB win two by tricks, and the game.

THE HANDS

A's hand is given above.

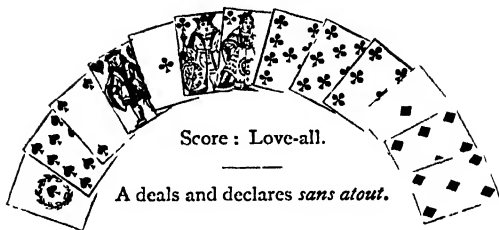
Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Kg, 6, 4	♠ Qn, 10, 9	♠ Ace, 8, 5
♥ Ace, 8, 5	♥ Kg, 10, 7, 2	♥ 9, 4, 3
♣ 10, 3, 2	♣ Ace, 9	♣ Kg, Knv, 7, 6
♦ Kg, Knv, 10, 5	♦ Qn, 9, 6, 3	♦ 7, 4, 2



GAME XIV.

Getting out of the way.

A's HAND.



THE PLAY.

TRICK 1.



A

$$\text{TRICKS} \begin{cases} AB, 0 \\ YZ, 1 \end{cases}$$

TRICK 2.



A

$$\text{TRICKS} \begin{cases} AB, 0 \\ YZ, 2 \end{cases}$$

TRICK 3.

Y B

A

Z

TRICKS { AB, 0
YZ, 3

TRICK 4.

Y

 B

A

Z

TRICKS { AB, 0
YZ, 4

TRICK 5.

Y B

A

Z

TRICKS { AB, 0
YZ, 5

TRICK 6.

Y

 B

A

Z

TRICKS { AB, 0
YZ, 6

TRICK 7.

Y

 B
A
Z

TRICKS { AB, 1
YZ, 6

TRICK 8.

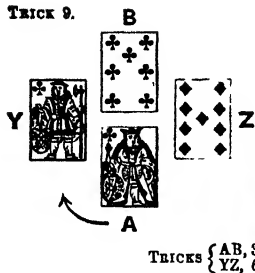
Y

 B

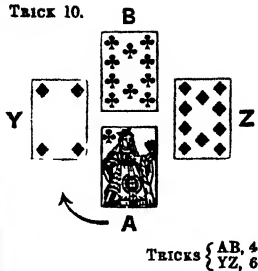
A
Z

TRICKS { AB, 2
YZ, 6

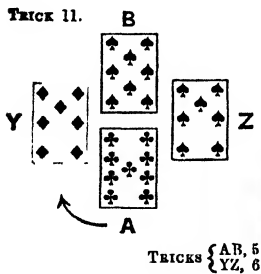
TRICK 9.



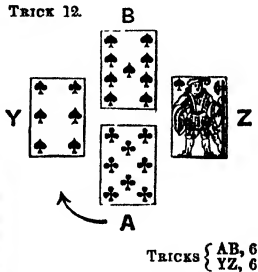
TRICK 10.



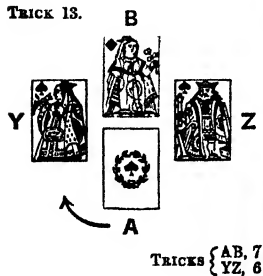
TRICK 11.



TRICK 12.



TRICK 13.



TRICK 1.—Z, having four hearts to the ace, plays the penultimate to his partner's king led; and, in Trick 2, the ante-penultimate.

TRICK 3.—Z plays the ace, and returns the two.

TRICKS 5 and 6.—Z calls in diamonds.

With these cards, distributed as they are, it is not possible for Z to block his partner's suit, unless he does so on purpose, and the hand is only given to show how to unblock with four.

THE HANDS.

A's hand is given above.

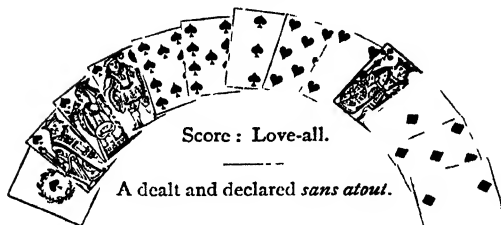
Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Qn, 6	♠ 9, 8, 5, 3, 2	♠ Kg, Knv, 7
♥ Kg, Q, 10, 7, 5, 3	♥ 6, 4	♥ Ace, 9, 8, 2
♣ Knv, 3	♣ 10, 7, 5, 2	♣ 4
♦ 8, 7, 4	♦ Qn, Knv	♦ Kg, 10, 9, 3, 2



GAME XV.

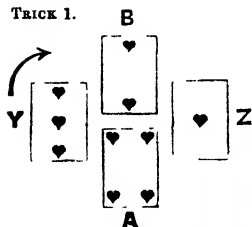
Sans atout discards.

A's HAND.



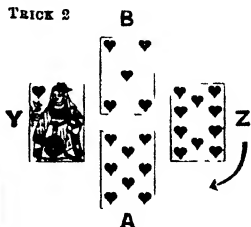
THE PLAY

TRICK 1.



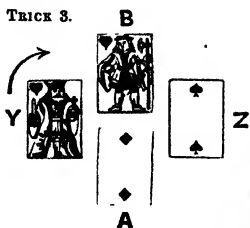
$$\text{TRICKS} \begin{cases} AB, 0 \\ YZ, 1 \end{cases}$$

TRICK 2



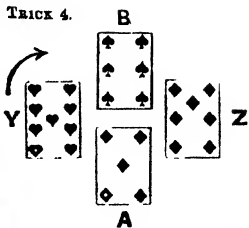
$$\text{TRICKS} \begin{cases} AB, 0 \\ YZ, 2 \end{cases}$$

TRICK 3.



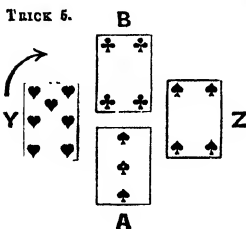
TRICKS $\begin{cases} AB, 0 \\ YZ, 3 \end{cases}$

TRICK 4.



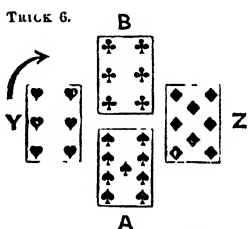
TRICKS $\begin{cases} AB, 0 \\ YZ, 4 \end{cases}$

TRICK 5.



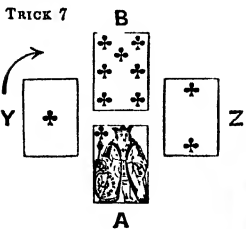
TRICKS $\begin{cases} AB, 0 \\ YZ, 5 \end{cases}$

TRICK 6.



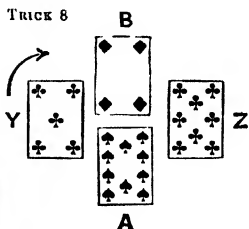
TRICKS $\begin{cases} AB, 0 \\ YZ, 6 \end{cases}$

TRICK 7



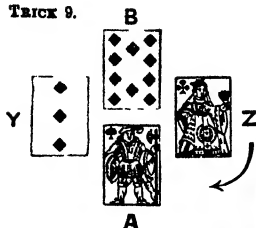
TRICKS $\begin{cases} AB, 0 \\ YZ, 7 \end{cases}$

TRICK 8



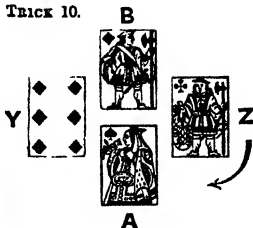
TRICKS $\begin{cases} AB, 0 \\ YZ, 8 \end{cases}$

TRICK 9.



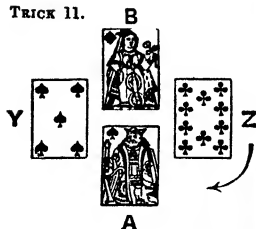
TRICKS $\begin{cases} AB, 0 \\ YZ, 9 \end{cases}$

TRICK 10.



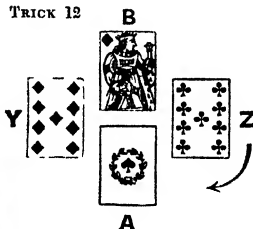
TRICKS $\begin{cases} AB, 0 \\ YZ, 10 \end{cases}$

TRICK 11.



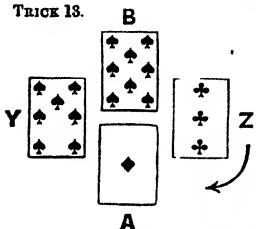
TRICKS $\begin{cases} AB, 0 \\ YZ, 11 \end{cases}$

TRICK 12.



TRICKS $\begin{cases} AB, 0 \\ YZ, 12 \end{cases}$

TRICK 13.



TRICKS $\begin{cases} AB, 0 \\ YZ, 13 \end{cases}$

A, having seven certain tricks in spades, and the ace of diamonds, declares *sans about*. The result is disastrous, yet the odds against such a phenomenal distribution are enormous, and players should not by this example (which is unique in the Author's experience)

be deterred from similar declarations. The odds in favour of making at least two by cards in such cases are over ten to one.

TRICK 1.—Y starts with his lowest heart. To Tricks 3, 4, 5, and 6, Z discards diamonds and spades, thus directing Y to his suit. Accordingly Y, after making all his hearts, leads the ace and a small club; and YZ make a Grand Slam. When the lead is with one's partner, he may be directed to one's suit by not discarding from it, or by discarding from it last, or by calling in it. To call in clubs, in this case, might—and would, as it happens—lose tricks. When the lead is with the dealer, the first discard indicates a player's strongest suit (unless it is made twice or more consecutively without calling), or it may be shown by calling. To discard twice consecutively from a suit without calling, signifies entire weakness in it, whichever side is leading.

.....

THE HANDS.

A's hand is given above.

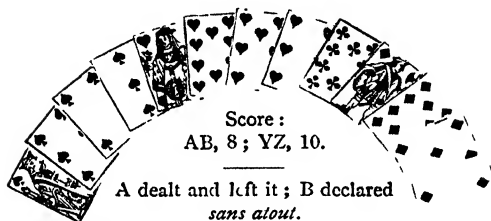
Y's HAND.	B's HAND. (<i>Exposed.</i>)	Z's HAND.
♠ 7, 5	♠ 8, 6	♠ 4, 2
♥ Kg, Qn, 9, 7, 6, 3	♥ Knv, 5, 2	♥ Ace, 10
♣ Ace, 5	♣ 7, 6, 4	♣ Q, Kv, 10, 9, 8, 3, 2
♦ 9, 6, 3	♦ Kg, Q, Kv, 10, 4	♦ 8, 7



GAME XVI.

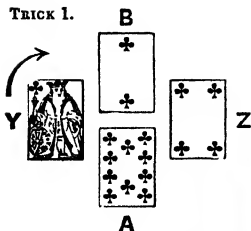
Directive discards at *sans atout*.

A's HAND.



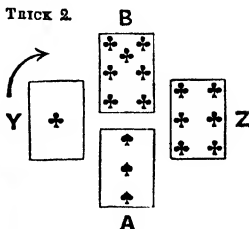
THE PLAY.

TRICK 1.



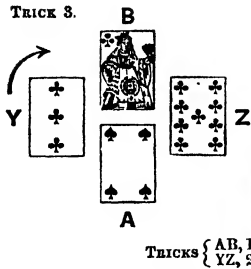
TRICKS { AB, 0
YZ, 1

TRICK 2.

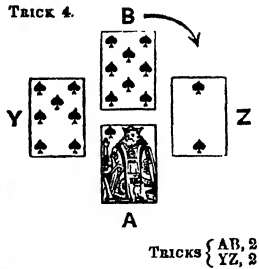


TRICKS { AB, 0
YZ, 2

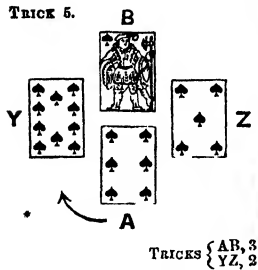
TRICK 3.



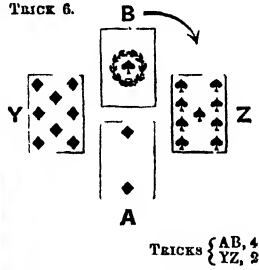
TRICK 4.



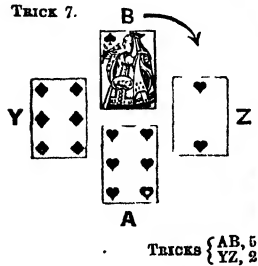
TRICK 5.



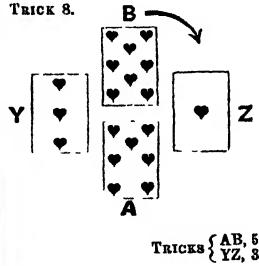
TRICK 6.



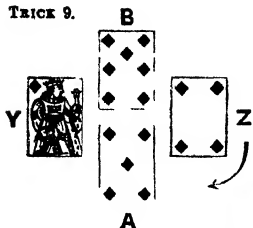
TRICK 7.



TRICK 8.

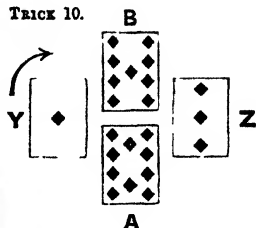


TRICK 9.



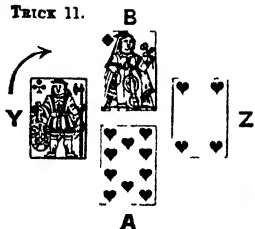
TRICKS { AB, 5
YZ, 4

TRICK 10.



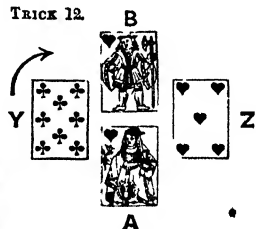
TRICKS { AB, 5
YZ, 5

TRICK 11.



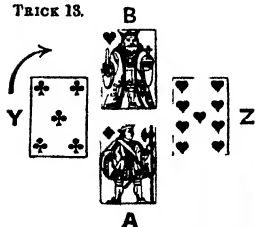
TRICKS { AB, 5
YZ, 6

TRICK 12.



TRICKS { AB, 5
YZ, 7

TRICK 13.



TRICKS { AB, 5
YZ, 8

TRICK 1.—Y, having cards of re-entry in diamonds, leads the king of clubs. Without a re-entry card, the three of clubs should be led.

TRICK 4.—A dare not try and clear his hearts or diamonds with an established suit against him, so he tries to get some discards by first making four tricks in spades.

TRICKS 6 and 7.—Y calls in diamonds, so that his partner, who has no club to give him, may know what to lead to put him in with, should he win a trick. At Trick 7, Z indicates hearts as his suit.

TRICK 8.—Z at once jumps in with the ace, and leads his partner a diamond; whereupon YZ make all the remaining tricks and win two by cards, and the game.

THE HANDS

A's hand is given above.

Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ 10, 7	♠ Ace, Qn, Knv, 8	♠ 9, 5, 2
♥ 3	♥ Kg, Knv, 8	♥ Ace, 9, 5, 4, 2
♣ A, Kg, Kv, 8, 5, 3	♣ Qn, 7, 2	♣ 9, 6, 4
♦ Ace, Kg, 8, 6	♦ Qn, 9, 7	♦ 4, 3



GAME XVII.

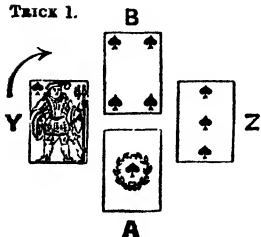
The directive discard by one card, showing command.

A's HAND.



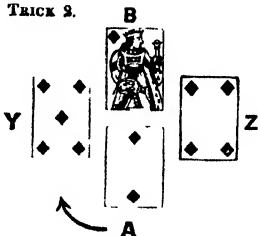
THE PLAY.

TRICK 1.



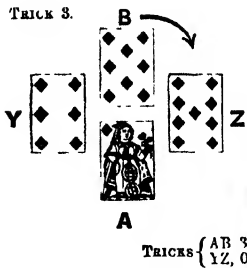
TRICKS { AB, 1
YZ, 0

TRICK 2.

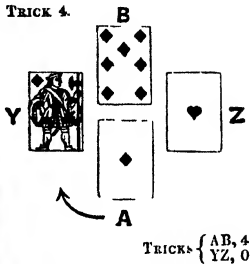


TRICKS { AB, 2
YZ, 0

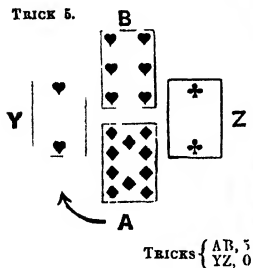
TRICK 3.



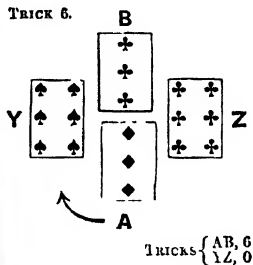
TRICK 4.



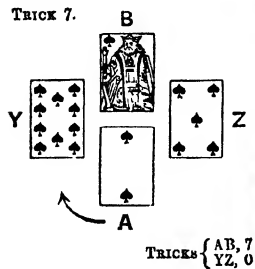
TRICK 5.



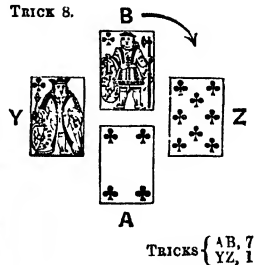
TRICK 6.



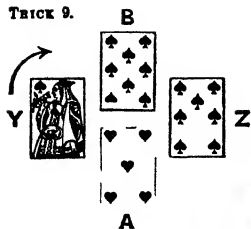
TRICK 7.



TRICK 8.

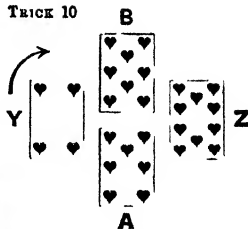


TRICK 9.



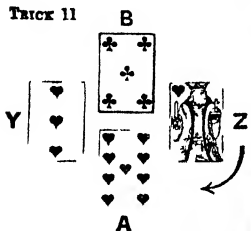
TRICKS { AB, 7
YZ, 2

TRICK 10



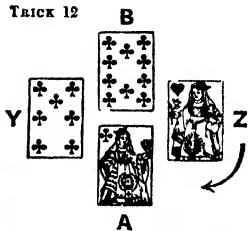
TRICKS { AB, 7
YZ, 3

TRICK 11



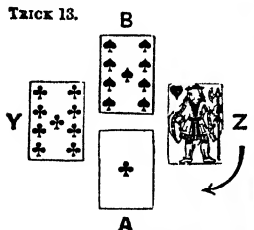
TRICKS { AB, 7
YZ, 4

TRICK 12



TRICKS { AB, 7
YZ, 5

TRICK 13.



TRICKS { AB, 7
YZ, 6

TRICK 4.—By discarding the ace of hearts, Z indicates entire command in the suit. If he had held six or more, he would have doubled; so his partner can fairly accurately estimate that he holds not more than five, and most likely the quint major.

TRICK 8.—A's finesse is unfortunate; but, as it wins the game if it comes off, and he already has made the odd trick, he is right to try it. A cannot win the game unless the king of clubs is with Z. Z has already discarded two clubs, and he must have at least the king, queen, and knave of hearts left; so, if he holds the king of clubs, it can only be singly guarded.

TRICK 9.—Y leads his winning spade first, and then a heart to his partner. AB win the odd trick.

THE HANDS.

A's hand is given above.

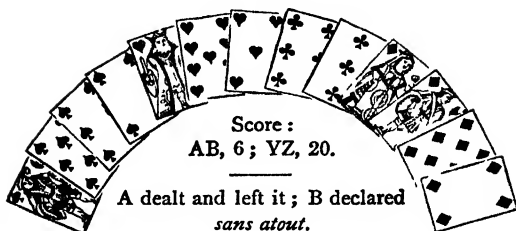
Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Qn, K _{nv} , 10, 6	♠ Kg, 9, 8, 4	♠ 7, 5, 3
♥ 4, 3, 2	♥ 8, 6	♥ A, Kg, Q, K _v , 10
♣ Kg, 9, 7	♣ K _{nv} , 10, 5, 3	♣ 8, 6, 2
♦ K _{nv} , 6, 5	♦ Kg, 8, 7	♦ 9, 4



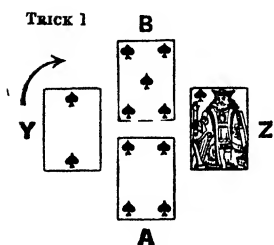
GAME XVIII.

Directive discards at *sans atout*.

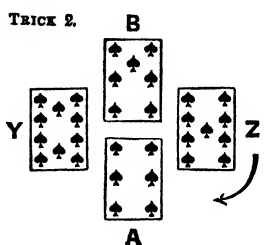
A's HAND.



THE PLAY.

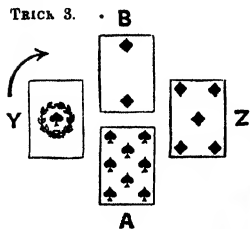


TRICKS { AB, 0
YZ, 1



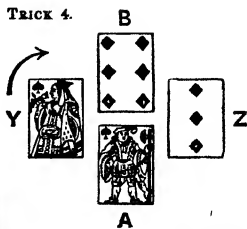
TRICKS { AB, 0
YZ, 2

TRICK 3.



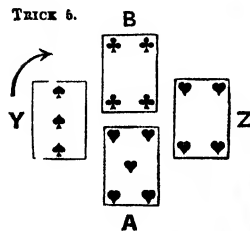
TRICKS { AB, 0
YZ, 3

TRICK 4.



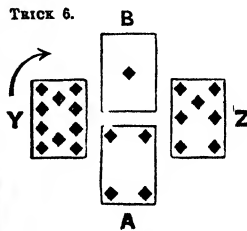
TRICKS { AB, 0
YZ, 4

TRICK 5.



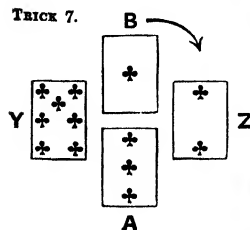
TRICKS { AB, 0
YZ, 5

TRICK 6.



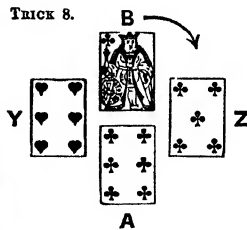
TRICKS { AB, 1
YZ, 5

TRICK 7.



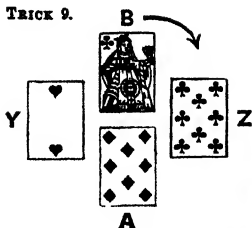
TRICKS { AB, 2
YZ, 5

TRICK 8.



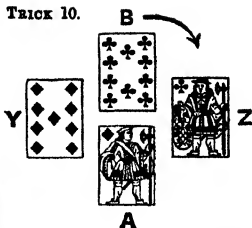
TRICKS { AB, 3
YZ, 5

TRICK 9.



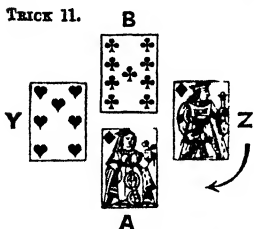
TRICKS { AB, 4
YZ, 5

TRICK 10.



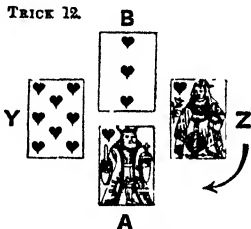
TRICKS { AB, 4
YZ, 6

TRICK 11.



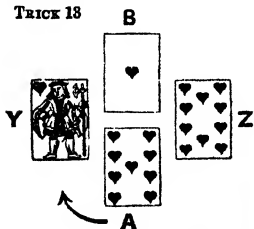
TRICKS { AB, 4
YZ, 7

TRICK 12.



TRICKS { AB, 5
YZ, 7

TRICK 13.



TRICKS { AB, 6
YZ, 7

TRICKS 3 and 4.—Z calls in diamonds. He assumes that the dealer will not expect to find the knave of clubs guarded, and that he will discard B's two small diamonds. He therefore wants Y to lead a diamond at Trick 6, so that B will get in with his blank ace and lead clubs; in which case he (Z) will make his

knave of clubs and king of diamonds, and win the game. Everything happens just as Z anticipated. If Z did not call at Tricks 3 and 4, Y would have to lead a club at Trick 6, when AB would make the odd trick; because, at *sans about*, when your partner is leading, unless you call in a suit, the rule is to lead him the suit from which he has not discarded, or from which, if he discards from all three, he has discarded last.

If A knew the cards in Z's hand, AB could make the odd trick, because A would discard two clubs and a diamond from the exposed hand on Y's spades, and to Y's diamond led would play the ace. He would then play two rounds of hearts, winning the second round with the ace, and lead the losing diamond to put Z in. Z would then be obliged to lead up to B's clubs. Without seeing Z's hand, however, A could hardly have played otherwise than he did.

TRICKS 8 and 9.—Y, having to discard hearts twice, calls to show strength in the suit.

YZ win the odd trick, and the game.

THE HANDS.

A's hand is given above.

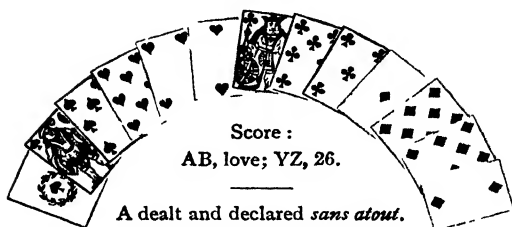
Y's HAND.	B's HAND. (<i>Exposed.</i>)	Z's HAND.
♠ Ace, Qn, 10, 3, 2	♠ 7, 5	♠ Kg, 9
♥ Knv, 8, 7, 6, 2	♥ Ace, 3	♥ Qn, 10, 4
♣ 7	♣ A, Kg, Q, 10, 9, 4	♣ Knv, 8, 5, 2
♦ 10, 9	♦ Ace, 6, 2	♦ Kg, 7, 5, 3



GAME XIX.

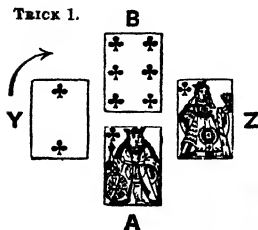
Sans atout, or no trumps. Playing to discards.

A'S HAND.

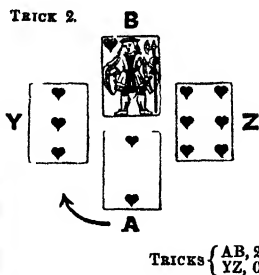


THE PLAY.

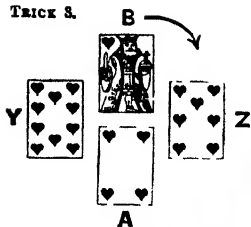
TRICK 1.



TRICK 2.

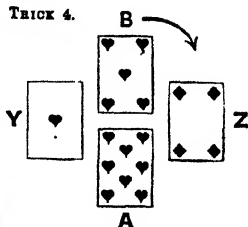


TRICK 3.



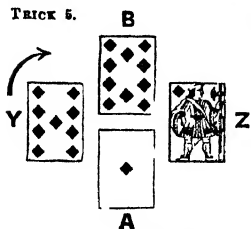
$$\text{TRICKS} \begin{cases} AB, 3 \\ YZ, 0 \end{cases}$$

TRICK 4.



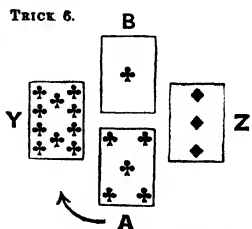
$$\text{TRICKS} \begin{cases} AB, 3 \\ YZ, 1 \end{cases}$$

TRICK 5.



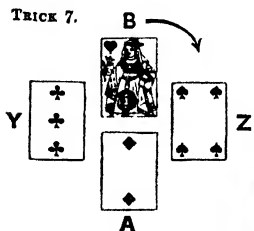
$$\text{TRICKS} \begin{cases} AB, 4 \\ YZ, 1 \end{cases}$$

TRICK 6.



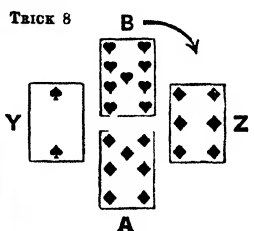
$$\text{TRICKS} \begin{cases} AB, 5 \\ YZ, 1 \end{cases}$$

TRICK 7.



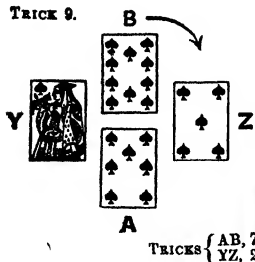
$$\text{TRICKS} \begin{cases} AB, 6 \\ YZ, 1 \end{cases}$$

TRICK 8

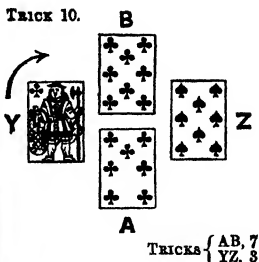


$$\text{TRICKS} \begin{cases} AB, 7 \\ YZ, 1 \end{cases}$$

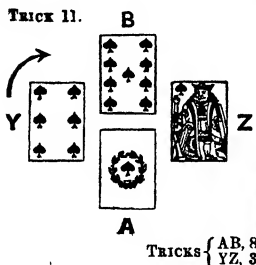
TRICK 9.



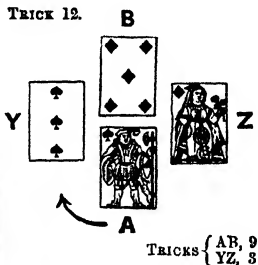
TRICK 10.



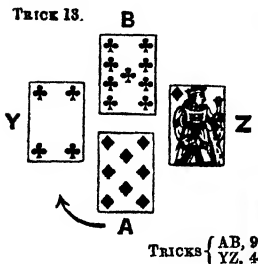
TRICK 11.



TRICK 12.



TRICK 13.



A declares *sans atout* to the score. His hand does not fulfil the conditions necessary for such a declaration at the score of love-all; but at love, 26, he is bound, in spite of his weakness in hearts, to make an effort for the game without trumps. Finding his partner strong in hearts, and aided by a fortuitous distribution

of the cards, he succeeds in making three by tricks.

TRICK 1.—Y opens with his longest suit.

TRICK 2.—A proceeds to establish B's hearts. Y holds up the ace till the third round, but it is not much use, as B has the ace of clubs to get in with. At Trick 4, Z discards the four of diamonds. He intends discarding further from the suit, so he discards the penultimate. The first discard denotes a player's strong suit, when the opponents are leading at *sans atout*; so Y, at Trick 5, leads the nine of diamonds, although Z has not completed his call.

TRICK 6.—A leads a club to put B in, and Z completes his call in diamonds. A's intention is so obvious, that Y plays exceedingly badly in putting on the ten. He should play the three. A could not well finesse the eight of clubs in such a position. As it happens, Y's play does not affect the result.

TRICK 9.—The only way A can make two tricks in spades is to pass the ten up.

AB make three by tricks, and game. If A left it, B would declare hearts, when AB could still not make more than three by tricks.

THE HANDS.

A's hand is given above.

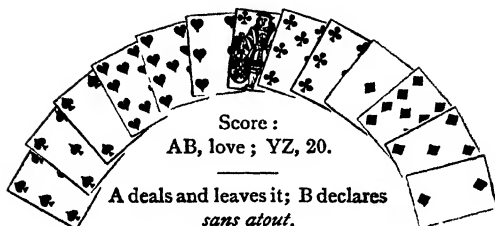
Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Qn, 6, 3, 2	♠ 10, 9	♠ Kg, 8, 5, 4
♥ Ace, 10, 3	♥ Kg, Qn, Kv, 9, 5	♥ 7, 6
♣ Knv, 10, 4, 3, 2	♣ Ace, 9, 8, 6	♣ Qn
♦ 9	♦ 10, 5	♦ K, Q, Kv, 6, 4, 3



GAME XX.

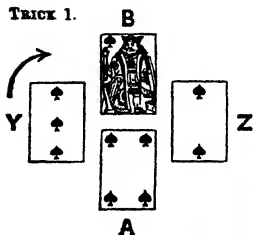
Denuding one's-self of partner's suit.

A's HAND.



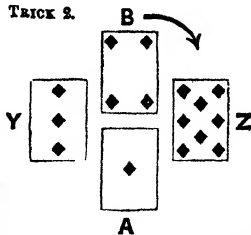
THE PLAY.

TRICK 1.



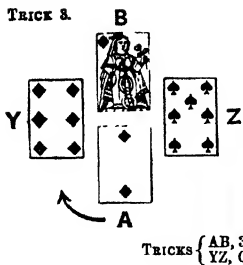
TRICKS { AB, 1
YZ, 0

TRICK 2.

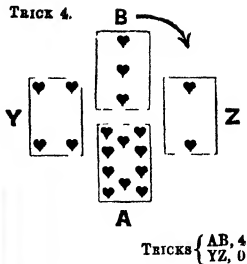


TRICKS { AB, 2
YZ, 0

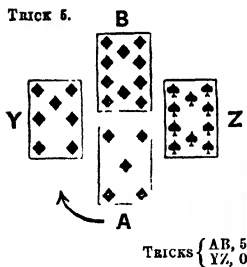
TRICK 3.



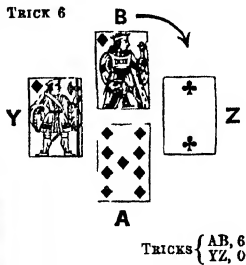
TRICK 4.



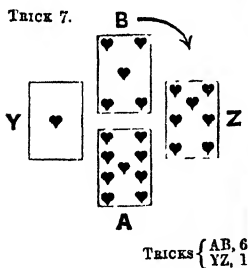
TRICK 5.



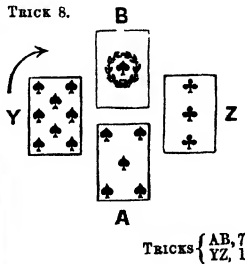
TRICK 6



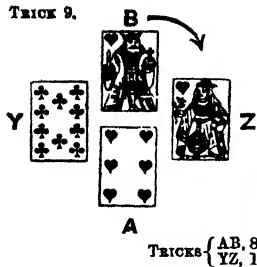
TRICK 7.



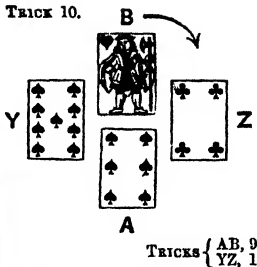
TRICK 8.



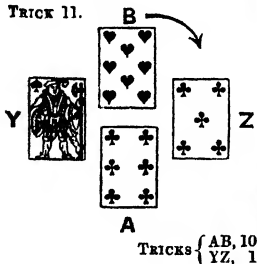
TRICK 9.



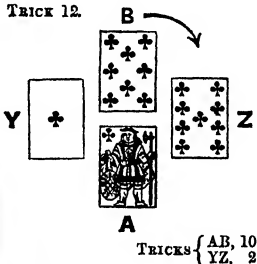
TRICK 10.



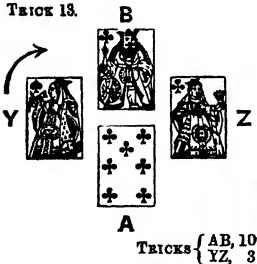
TRICK 11.



TRICK 12.



TRICK 13.



This game is first given as it was played, with the blunders explained, and then as it ought to be played.

A dealt and left it. Convention prohibits the dealer from leaving the declaration to his partner, if he has no ace, and no reasonable possibility of three tricks, and less strength than is indicated by the possession of at least two doubly guarded queens, one

of which heads a suit of not less than four. The reason why permission to pass is accorded to the dealer when he holds

an ace is, that if his partner should declare *sans atout*, he holds the command in one suit. Even with one ace, if the hand is otherwise blank, it is not usual to leave the declaration. An ace is about equal to a king, knave, and nine. Therefore A, with the score as it is, is justified in leaving it with the ace and three other diamonds, the knave and two other clubs, and the ten, nine, six of hearts.

TRICK 2.—A should have played the king from the exposed hand, and led a small one next, to take with his ace. With two winning cards in one hand, and one in the other, the first trick should usually be won from the hand containing the two winners; so that, should a finesse be found necessary, it may be deferred as long as possible.

TRICK 3.—Z should discard the three of clubs.

TRICK 4.—Z should play his queen. If the ace is with A, the game is over, whatever Z plays. Suppose it to be with A, and he plays it. After getting out the diamonds, A will play hearts from the exposed hand. Z will get in, and have to lead up to B's guarded king of clubs or ace of spades.

Y should play the ace. He believes the queen to be with A. If it were, it would be immaterial whether Y wins or passes this trick.

TRICK 5.—Z is wrong to part with his last spade.

AB make four by tricks, and game. It is an axiom that at least one card of your partner's suit should invariably be retained in *sans atout*, so long as there is the least chance of your getting the lead again, so that you can return it to him.

THE HANDS.

A's hand is given above.

Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Qn, Knv, 9, 8, 3	♠ Ace, Kg	♠ 10, 7, 2
♥ Ace, 4	♥ Kg, Knv, 8, 5, 3	♥ Qn, 7, 2
♣ Ace, 10	♣ Kg, 8	♣ Qn, 9, 5, 4, 3, 2
♦ Knv, 7, 6, 3	♦ Kg, Qn, 10, 4	♦ 8

GAME XXI.

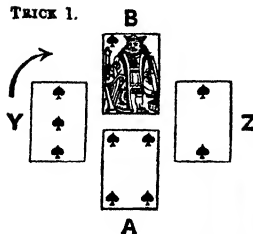
Returning partner's suit. (See Game XX.)

A's HAND.



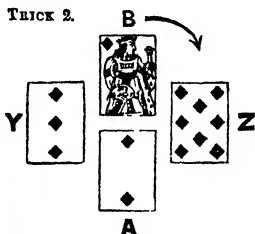
THE PLAY.

TRICK 1.



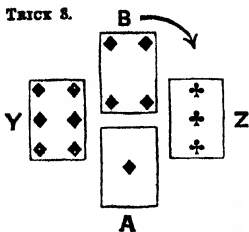
TRICKS { AB, 1
YZ, 0

TRICK 2.



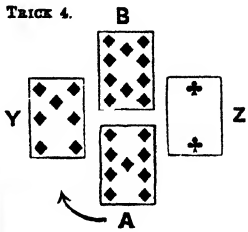
TRICKS { AB, 2
YZ, 0

TRICK 3.



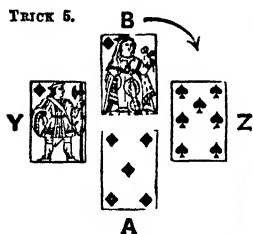
TRICKS { AB, 3
YZ, 0

TRICK 4.



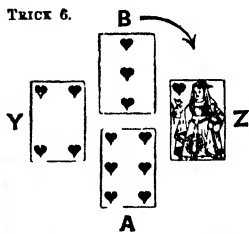
TRICKS { AB, 4
YZ, 0

TRICK 5.



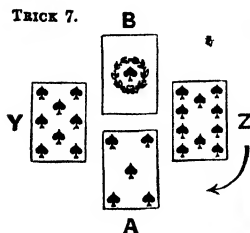
TRICKS { AB, 5
YZ, 0

TRICK 6.



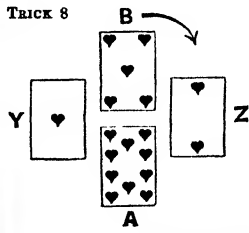
TRICKS { AB, 5
YZ, 1

TRICK 7.



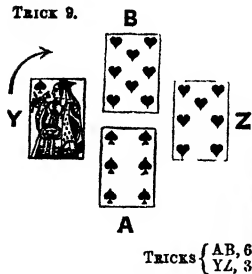
TRICKS { AB, 6
YZ, 1

TRICK 8.

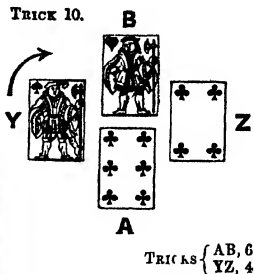


TRICKS { AB, 6
YZ, 2

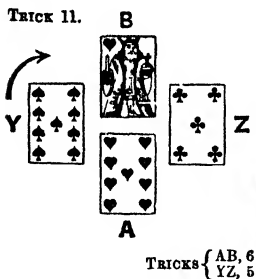
TRICK 9.



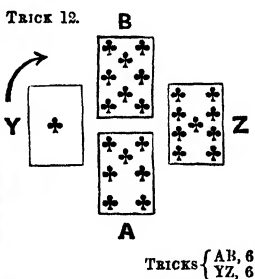
TRICK 10.



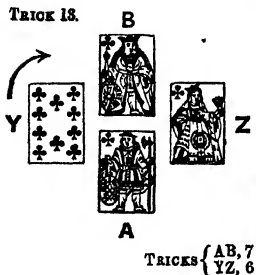
TRICK 11.



TRICK 12.



TRICK 13.



This is the same game as the preceding, only differently played.

TRICKS 3 and 4.—Z indicates clubs as his best suit.

TRICK 6.—Z plays the queen second hand. If the ace is with A, AB must win the game; if it is with Y, and Y also has the spades, Z's play will save the game. The rest of the play is straightforward, and AB only win the odd trick.

Supposing A to hold the ace of hearts, and Z to pass the three. A wins the trick, and returns the heart. When Z gets in with the queen, third round, he must lead a spade to B's ace, or a club to his guarded king.

Unless the position is as the previous play has indicated it, Z would be wrong to play the queen second hand. Under ordinary circumstances he should pass. For instance, if A opens with a heart from the exposed hand, after winning the first trick with the king of spades, Z should not play the queen second hand. The inference then would be that the ace of hearts is with A, and some diamond strength with Y.

THE HANDS.

A's hand is given above.

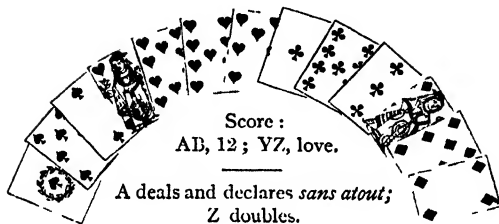
Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ Qn, Kv, 9, 8, 3	♠ Ace, Kg	♠ 10, 7, 2
♥ Ace, 4	♥ Kg, Kv, 8, 5, 3	♥ Qn, 7, 2
♣ Ace, 10	♣ Kg, 8	♣ Qn, 9, 5, 4 3, 2
♦ Kvn, 7, 6, 3	♦ Kg, Qn, 10, 4	♦ 8



GAME XXII.

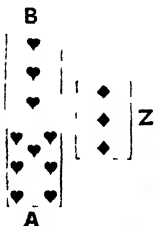
Doubling, *sans atout*.

A's HAND.



THE PLAY

TRICK 1.



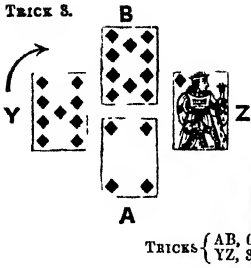
TRICKS { AB, 0
YZ, 1

TRICK 2.

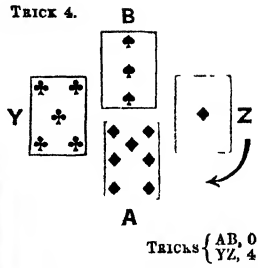


TRICKS { AB, 0
YZ, 2

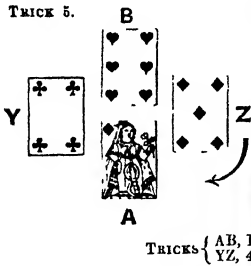
TRICK 3.



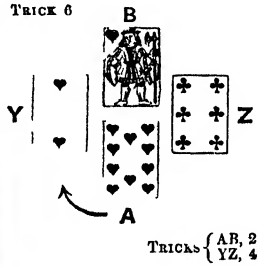
TRICK 4.



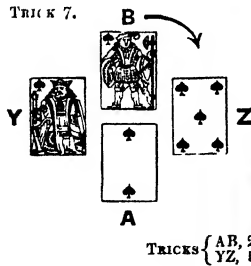
TRICK 5.



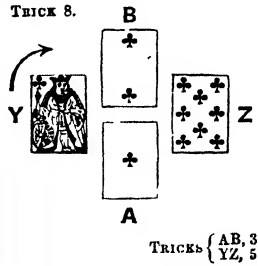
TRICK 6.



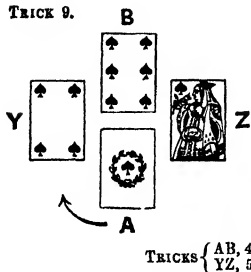
TRICK 7.



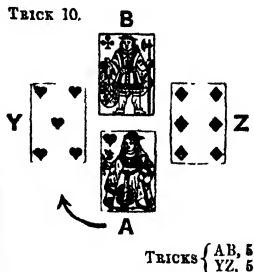
TRICK 8.



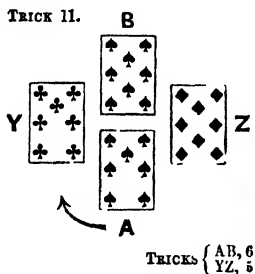
TRICK 9.



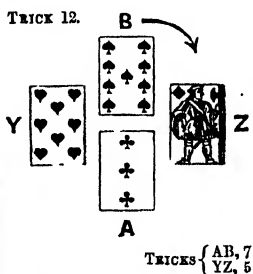
TRICK 10.



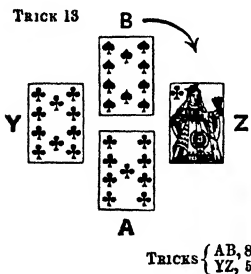
TRICK 11.



TRICK 12.



TRICK 13



Y is aware that Z desires him to lead his weakest suit, should he double *sans atout* when Y has the lead. AB being twelve to YZ's love, Z, with eight diamonds, headed by ace, king, is justified in doubling.

TRICKS 1 and 2.—Y, according to rule, first leads his winning cards. Z calls in diamonds in preference to unguarding his queens. If his diamonds are good, six are enough, as two by cards will take YZ out.

TRICK 4.—Z finds the queen guarded, but at Trick 5 continues the suit, hoping to get in again with one of his queens. Y shows clubs as his suit.

TRICK 6.—A puts the exposed hand in, in order to lead through the hand containing the established diamonds. A's play here is the feature of the game.

TRICK 7.—A must pass. Both king and queen of spades are obviously not with Z. They may be with Y; but, if the suit is split between Y and Z, A must win the game.

TRICK 8.—Y tries to clear the clubs, to enable his partner to get in. No matter what is led, A gets in and makes B's spades, winning two by tricks in doubled *sans atout*.

This is an instructive game in many ways. If Z does not double, Y will start with a small heart, and AB will win two by cards.

If Y disregards the practice of leading out his winning cards before playing to his partner's double, YZ will make six tricks instead of five.

THE HANDS.

A's hand is given above.

Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Kg, 4	♠ K _{nv} , 10, 9, 8, 6, 3	♠ Q _n , 5
♥ Ace, Kg, 8, 5, 2	♥ K _{nv} , 6, 1, 3	♥
♣ Kg, 10, 7, 5, 4	♣ K _{nv} , 2	♣ Q _n , 8, 6
♦ 9	♦ 10	♦ A, K, K _v , 8, 6, 5, 3, 2



GAME XXIII.

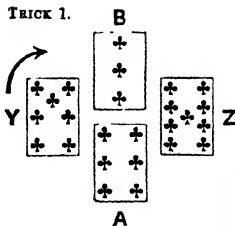
Preventive doubling, *sans atout*.

A's HAND.



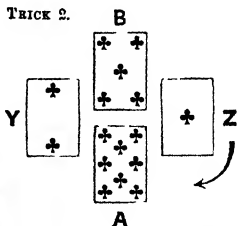
THE PLAY.

TRICK 1.



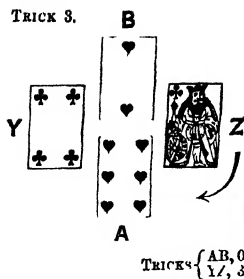
TRICKS { AB, 0
YZ, 1

TRICK 2.

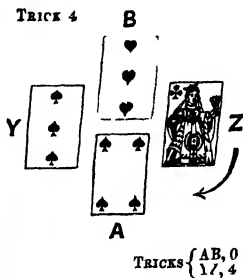


TRICKS { AB, 0
YZ, 2

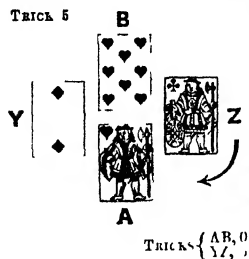
TRICK 3.



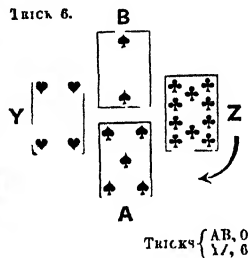
TRICK 4



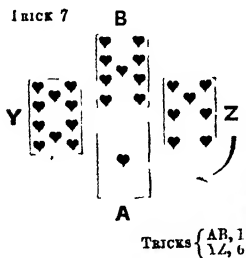
TRICK 5



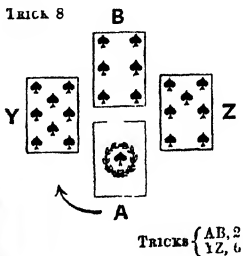
TRICK 6.



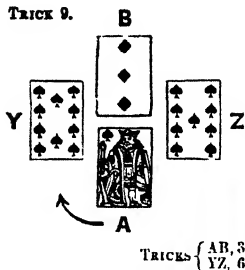
TRICK 7



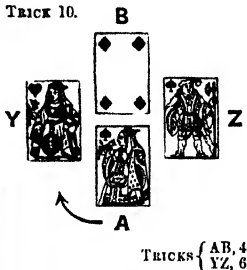
TRICK 8



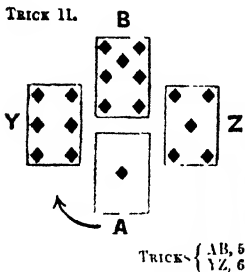
TRICK 9.



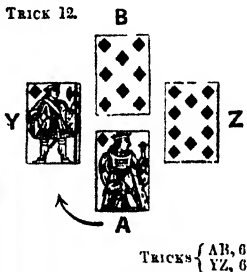
TRICK 10.



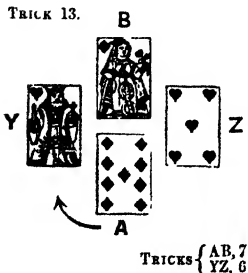
TRICK 11.



TRICK 12.



TRICK 13.



Z sees that, if he can get clubs led to him at once, AB cannot make more than the odd trick. Y knows that, if Z doubles, he wishes his partner to lead his weakest suit. Z therefore doubles A's declaration in order to save the game.

TRICK 1.—Y leads his weakest suit, and YZ make six tricks in clubs. AB win the odd trick doubled = twenty-four.

It is easy to see that, if Z had not doubled, Y would have opened with a heart, and AB would have made five or six by tricks.

THE HANDS.

A's hand is given above.

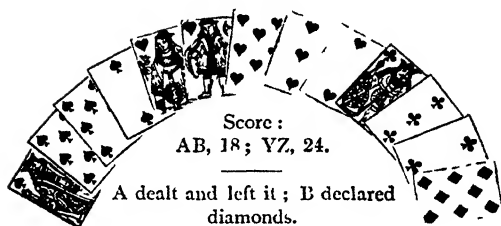
Y's HAND.	B's HAND. (Exposed.)	Z's HAND.
♠ 10, 8, 3	♠ 6, 2	♠ K _{nv} , 9, 7
♥ K _g , Q _n , 10, 4	♥ 9, 8, 3, 2	♥ 7, 5
♣ 7, 4, 2	♣ 5, 3	♣ A, K, Q, K _v , 10, 9
♦ K _{nv} , 6, 2	♦ Q _n , 8, 7, 4, 3	♦ 10, 5



GAME XXIV.

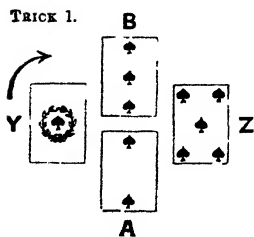
Placing the lead.

A's HAND.



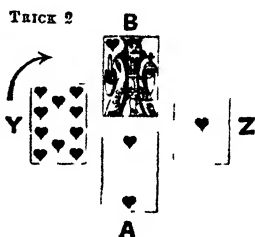
THE PLAY

TRICK 1.



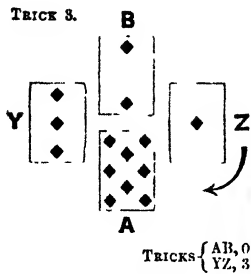
TRICKS { AB, 0
YZ, 1

TRICK 2

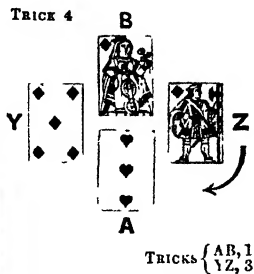


TRICKS { AB, 0
YZ, 2

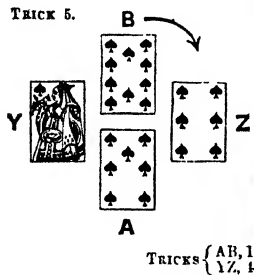
TRICK 3.



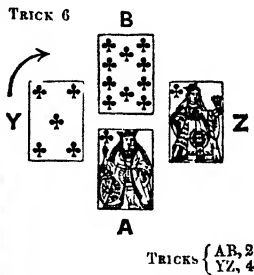
TRICK 4



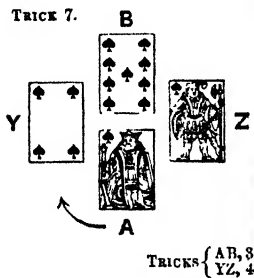
TRICK 5.



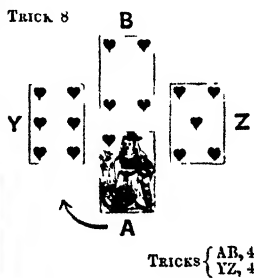
TRICK 6



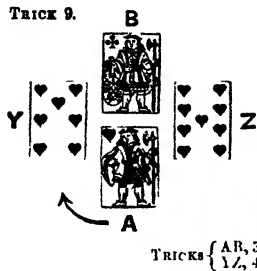
TRICK 7.



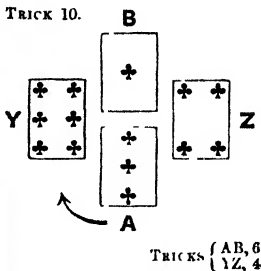
TRICK 8



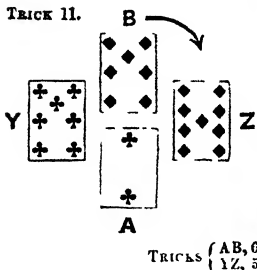
TRICK 9.



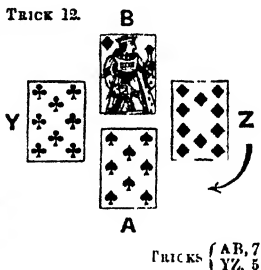
TRICK 10.



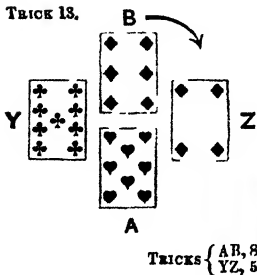
TRICK 11.



TRICK 12.



TRICK 13.



At this stage of the game A might very well declare hearts on his hand. If he did, AB would win three by tricks.

As the score stands, the correctness of Z's declaration is very questionable. It would seem to be sounder to declare *sans atout*. Without trumps, AB would make the odd trick. Owing to the

state of the score, Z does not double. He is also very weak in black suits. If he doubles, AB win the odd trick, and score just the same.

TRICK 3.—Z's better play would seem to be to return the knave of spades, instead of opening trumps.

TRICK 5.—A ought to play the king of spades, and go on with the hearts. He did not, because he did not know where the queen of clubs lay, and he wished Y to get the lead, when he could not well lead anything else but a club.

TRICK 11.—A requires two out of the three remaining tricks to win the game. The remaining trumps are marked with Z. If A leads the king of diamonds from the exposed hand, he can only make the odd trick. By playing the seven, he secures two by tricks. The coup is a very simple one, yet many games are missed by just such trifles being overlooked.

THE HANDS.

A's hand is given above.

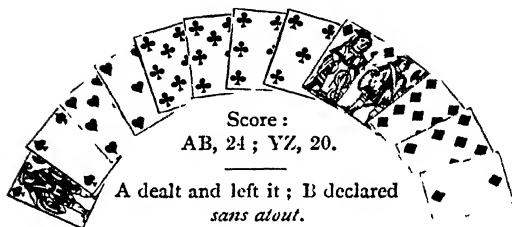
Y's HAND.	B's HAND. (<i>exposed</i>)	Z's HAND.
♠ Ace, Qn, 4	♠ 10, 9, 3	♠ Knv, 6, 5
♥ 10, 7, 6	♥ Kg, 4	♥ Ace, 9, 5
♣ 9, 8, 7, 6, 5	♣ Ace, Knv, 10	♣ Qn, 4
♦ 5, 3	♦ Kg, Qn, 7, 6, 2	♦ Ace, Kv, 10, 9, 4



GAME XXV.

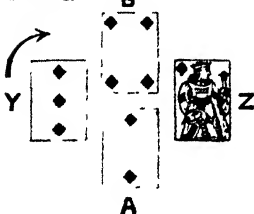
Refusing to win a trick.

A's HAND.

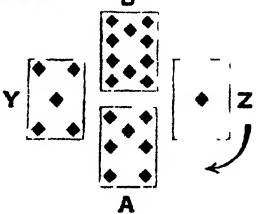


THE PLAY.

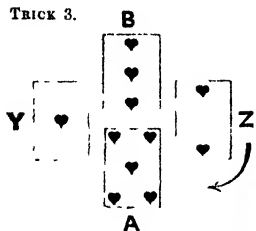
TRICK 1.



TRICK 2.

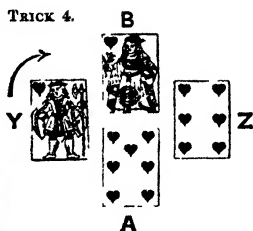


TRICK 3.



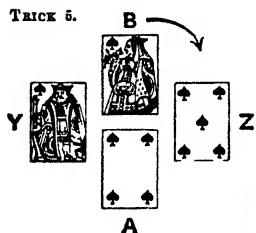
TRICKS { AB, 0
YZ, 3

TRICK 4.



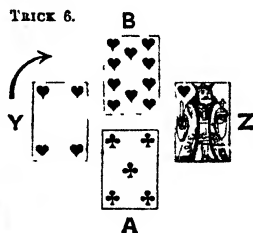
TRICKS { AB, 1
YZ, 3

TRICK 5.



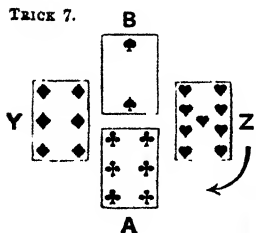
TRICKS { AB, 1
YZ, 4

TRICK 6.



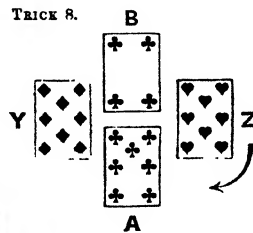
TRICKS { AB, 1
YZ, 5

TRICK 7.



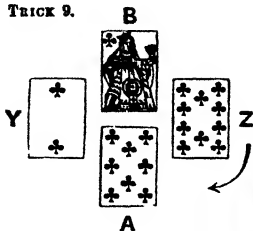
TRICKS { AB, 1
YZ, 6

TRICK 8.



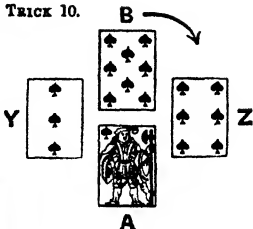
TRICKS { AB, 1
YZ, 7

TRICK 9.



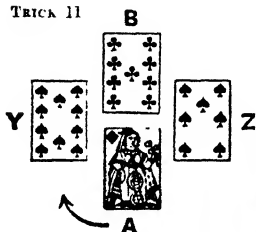
TRICKS { AB, 2
YZ, 7

TRICK 10.



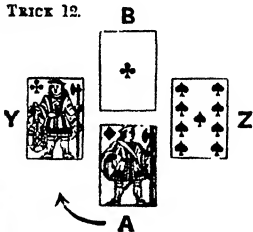
TRICKS { AB, 3
YZ, 7

TRICK 11



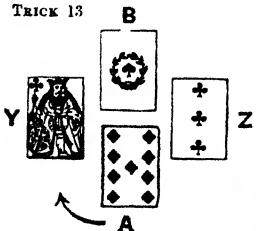
TRICKS { AB, 4
YZ, 7

TRICK 12.



TRICKS { AB, 5
YZ, 7

TRICK 13



TRICKS { AB, 6
YZ, 7

A has no right to pass. The score being what it is, he should declare diamonds; otherwise, on his hand, he should call spades. With diamonds trumps he would, as it happens, make two by cards. With the score as it stands, a sounder declaration for B to make would be clubs.

TRICK 1.—Y opens with his longest suit. It is very weak; but, although they are 24 up, neither opponent has declared diamonds, so Y does not credit either with much strength.

TRICK 3.—Z, having no more diamonds, opens his own strong suit of hearts.

TRICK 4.—Well played by Z. If he wins this trick, his remaining hearts are useless, as he has no card of re-entry. By passing it, B must lead up to his partner, who may get in, and may have another heart to lead. This is the point of the game. In such positions the only chance of scoring with your long suit is to play in this manner.

TRICK 5.—A holds the three best diamonds; but, unless he can force out the king of spades, and make his knave of spades a card of re-entry, he can never get in. He accordingly leads the queen of spades, which Y wins with the king.

TRICK 6.—Y leads the four of hearts, and Z makes three hearts.

TRICK 10.—Unless A puts himself in, YZ will win another trick.

YZ win the odd trick, and game.

At Trick 5, Y would make another trick by refusing to win the queen of spades; but he is sure of the game (if his partner has the hearts) by playing the king of spades, so he risks no chances. It is quite possible that Z does not hold the other hearts, and at Trick 3 only led up to the weakest suit in the exposed hand. In that case, whatever Y does, does not matter.

THE HANDS.

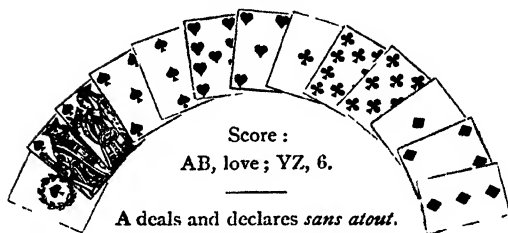
A's hand is given above.

Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Kg, 10, 3	♠ Ace, Qn, 8, 2	♠ 9, 7, 6, 5
♥ Ace, Knv, 4	♥ Qn, 10, 3	♥ Kg, 9, 8, 6, 2
♣ Kg, Knv, 2	♣ Ace, Qn, 9, 4	♣ 10, 3
♦ 8, 6, 5, 3	♦ 10, 4	♦ Ace, Kg

GAME XXVI.

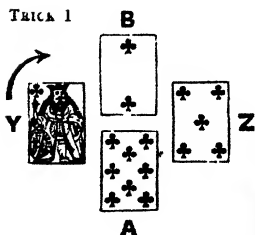
Refusing to win a trick.

A's HAND.



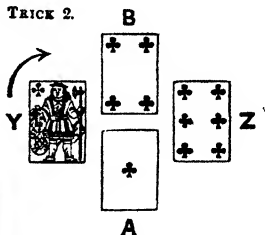
THE PLAY

TRICK 1



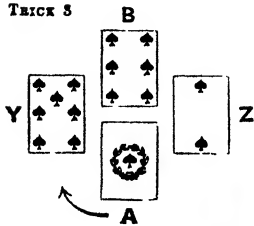
TRICKS { AB, 0
YZ, 1

TRICK 2.



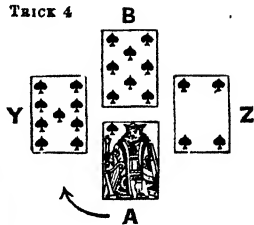
TRICKS { AB, 1
YZ, 1

TRICK 3



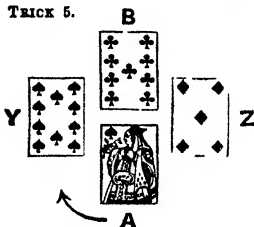
$$\text{TRICKS } \begin{cases} \text{AB, 2} \\ \text{YZ, 1} \end{cases}$$

TRICK 4



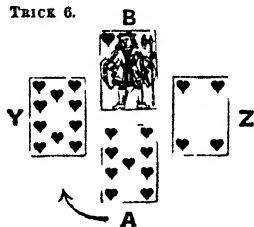
$$\text{TRICKS } \begin{cases} \text{AB, 3} \\ \text{YZ, 1} \end{cases}$$

TRICK 5.



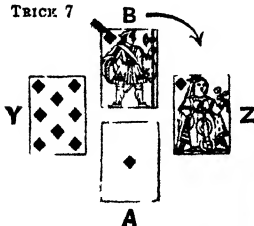
$$\text{TRICKS } \begin{cases} \text{AB, 4} \\ \text{YZ, 1} \end{cases}$$

TRICK 6.



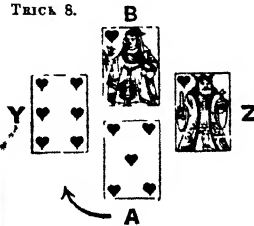
$$\text{TRICKS } \begin{cases} \text{AB, 5} \\ \text{YZ, 1} \end{cases}$$

TRICK 7



$$\text{TRICKS } \begin{cases} \text{AB, 6} \\ \text{YZ, 1} \end{cases}$$

TRICK 8.



$$\text{TRICKS } \begin{cases} \text{AB, 6} \\ \text{YZ, 2} \end{cases}$$

TRICK 9

Y B Z

A

TRICKS { AB, 6
YZ, 3

TRICK 10.

Y B Z

A

TRICKS { AB, 6
YZ, 4

TRICK 11.

Y B Z

A

TRICKS { AB, 6
YZ, 5

TRICK 12.

Y B Z

A

TRICKS { AB, 6
YZ, 6

TRICK 13

Y B Z

A

TRICKS { AB, 7
YZ, 6

TRICK 1.—A passes the first round of clubs; but, as Y continues with the knave on the second round, he must have at least five, and Z cannot hold any more. A accordingly wins the knave.

TRICK 3.—A tries the spades first to force discards, but finds the knave guarded. If he perseveres with the spades, YZ will win the odd trick.

TRICK 5.—Z begins to call in diamonds, as he fears he will have to continue discarding the suit. If he discards first the two and then the five, he will have declared weakness in it.

TRICK 6.—Z refuses to win the knave of hearts. He accurately infers that A, believing the king of hearts to be on his left, will lead a diamond, and, if he has it, play the ace on it, so that he may lead another heart. If the ace of diamonds is with Y, YZ will win the game. Z cannot lose anything by not winning the first heart with the king.

TRICK 7.—A leads a diamond from the exposed hand, and clears the suit for Z.

TRICK 8.—A leads a heart through (as he supposes) the king on his left, and plays the queen out of the exposed hand. Z wins the queen, and makes four diamonds.

AB only win the odd trick.

Had Z taken the knave of hearts at Trick 6, AB would have made four by cards.

THE HANDS.

A's hand is given above.

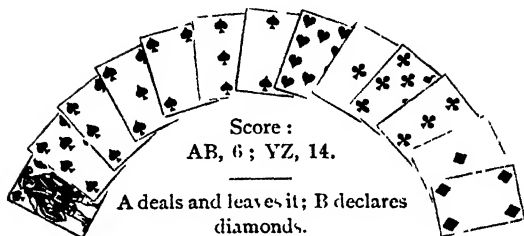
Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Knv, 10, 9, 7	♠ 8, 6	♠ 4, 2
♥ 10, 6	♥ A, Qn, Kv, 7, 3, 2	♥ Kg, 8, 4
♣ Kg, Qn, Kv, 7, 3	♣ 9, 4, 2	♣ 6, 5
♦ 9, 8	♦ Knv, 7	♦ Kg, Q, 10, 6, 5, 2



GAME XXVII.

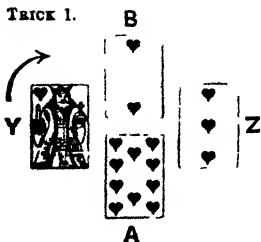
Trumping to place the lead.

A's HAND.



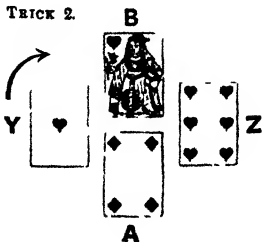
THE PLAY

TRICK 1.



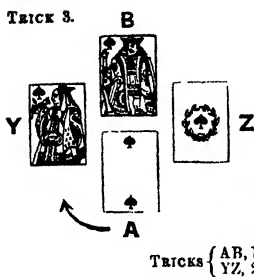
TRICKS { AB, 0
YZ, 1

TRICK 2.

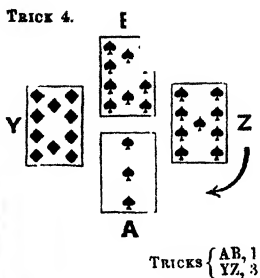


TRICKS { AB, 1
YZ, 1

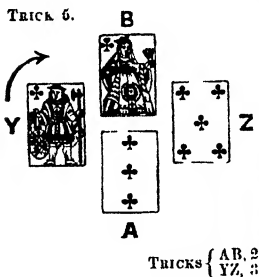
TRICK 3.



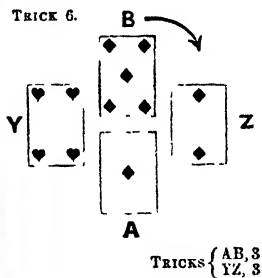
TRICK 4.



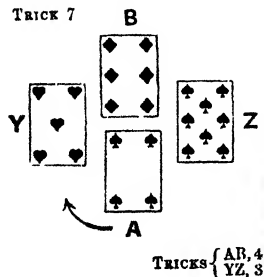
TRICK 5.



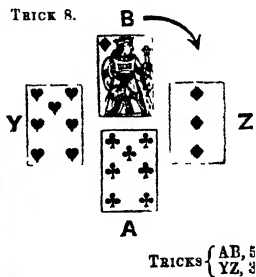
TRICK 6.



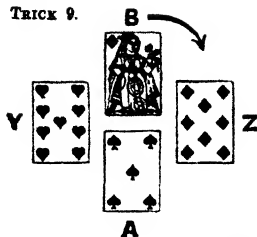
TRICK 7.



TRICK 8.

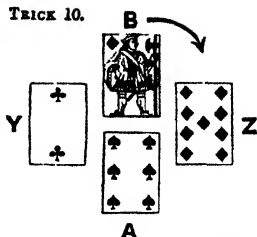


TRICK 9.



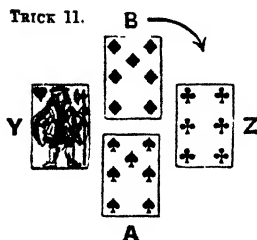
TRICKS { AB, 6
YZ, 3

TRICK 10.



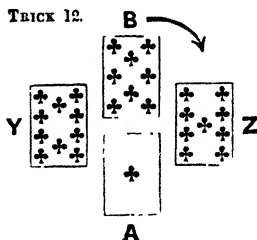
TRICKS { AB, 7
YZ, 3

TRICK 11.



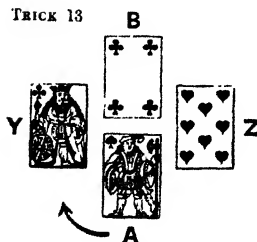
TRICKS { AB, 8
YZ, 3

TRICK 12.



TRICKS { AB, 9
YZ, 3

TRICK 13



TRICKS { AB, 10
YZ, 3

TRICK 2.—Y knows, from Z's playing the three of hearts at Trick 1, that A must trump the ace of hearts. He ought to lead the queen of spades at Trick 2.

TRICK 3.—A should lead his ace of trumps, and then the spade. If he does this, AB will win five by tricks. Had Y led the queen of spades at Trick 2, YZ would

make three tricks, which they would not do if A played correctly here.

TRICK 4.—Y cannot have any more spades, so Z leads for a ruff.

TRICK 5.—Y hopes to find Z with the ace of clubs. The dealer must keep his ace of clubs for a card of re-entry for his spades, so he plays the queen from the exposed hand, though the lead may be from anything.

TRICK 6.—Three trumps and the other spade are marked with Z; so, in order to get out the trumps, the dealer leads the four of spades at Trick 7, and ruffs it from the exposed hand, in order to get the lead and draw the trumps.

A has to make four by tricks to win the game, and this he does.

TRICK 12.—A gets in with the ace of clubs, and makes the last trick with the knave of spades.

THE HANDS.

A's hand is given above.

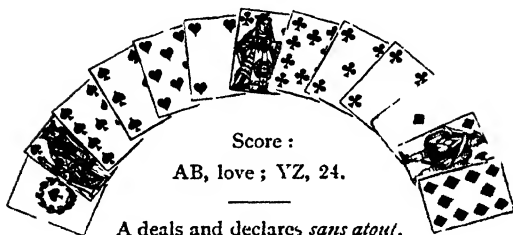
Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Qn	♠ Kg, 10	♠ Ace, 9, 8
♥ A, K, Kv, 9, 7, 5, 4	♥ Qn, 2	♥ 8, 6, 3
♣ Kg, Knv, 10, 2	♣ Qn, 8, 4	♣ 9, 6, 5
♦ 10	♦ Kg, Q, Kv, 7, 6, 5	♦ 9, 8, 3, 2



GAME XXVIII.

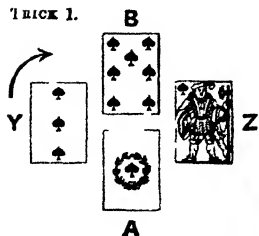
Forcing cards of re-entry.

A's HAND.



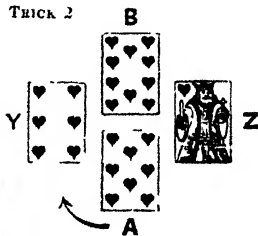
THE PLAY.

TRICK 1.



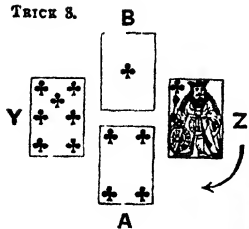
TRICKS { AB, 1
YZ, 0

TRICK 2

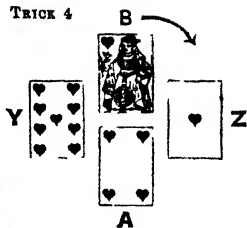


TRICKS { AB, 1
YZ, 1

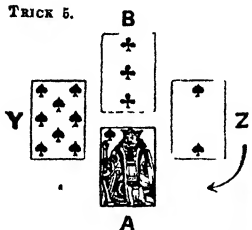
TRICK 3.

TRICKS {AB, 2
YZ, 1}

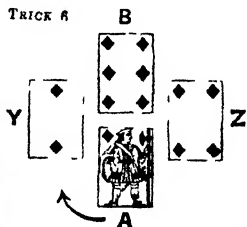
TRICK 4.

TRICKS {AB, 2
YZ, 2}

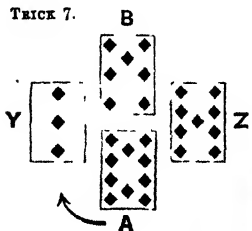
TRICK 5.

TRICKS {AB, 3
YZ, 2}

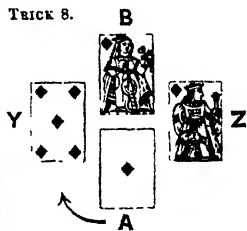
TRICK 6.

TRICKS {AB, 4
YZ, 2}

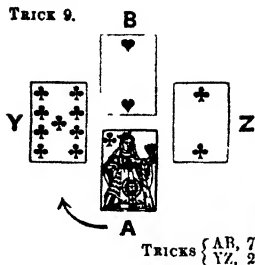
TRICK 7.

TRICKS {AB, 5
YZ, 2}

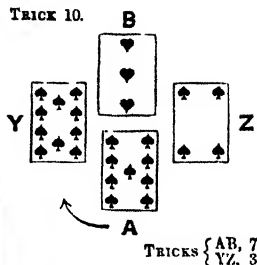
TRICK 8.

TRICKS {AB, 6
YZ, 2}

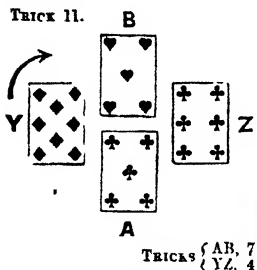
TRICK 9.



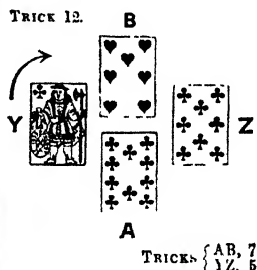
TRICK 10.



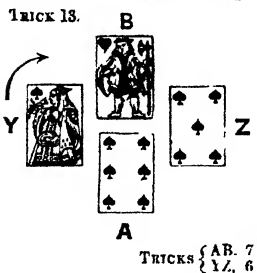
TRICK 11.



TRICK 12.



TRICK 13.



Although very weak in hearts, A's declaration is sound, especially to the score. Had B been dealer, he would have declared hearts, and AB would have made five by tricks.

TRICK 3.—This is the point of the game. It is clear to Z that, unless he can draw B's cards of re-entry before his own ace of hearts is forced out, all B's hearts will make. He

accordingly leads, at Trick 3, the king of clubs. A must either put on the ace from B's hand, or allow Z's king to win the trick. In the latter case, Z will draw the ace with his next lead.

TRICK 6.—The hearts in the exposed hand being cleared, A tries to force out the king of diamonds with his knave, in order to make the queen of diamonds in B's hand a card of entry. Z, seeing through the artifice, declines to win the knave of diamonds.

TRICK 7.—On the chance of the king of diamonds being with Y, A might play the queen from the exposed hand on his own ten. It is very unlikely that Y has the king; still he *might* hold it, and retain it for the same reason that actuates Z. If A plays the queen, it so happens he will lose a trick. Z declines to win A's ten and leave the queen a card of re-entry for B's hearts, as he cannot tell that A has not a small diamond.

TRICK 9.—If A here led a spade, so that his queen, ten of clubs, are eventually led up to, he would win two by tricks; but at the score he dare not risk it. He knows Y holds the last diamond, and at least the queen, ten of spades; and Y may not have a club at all. It is improbable that he holds more than one club, so A rightly runs no risks, and secures the odd trick.

If Z plays differently at Trick 3, or wins A's knave of diamonds at Trick 6, AB will win three by cards, and the game. Of course, it is possible that A holds a third heart; and, in that case, Z's lead of the king of clubs at Trick 3 will make no difference, as it would never make, because A would discard the three of clubs from the exposed hand on his own king of spades.

THE HANDS.

A's hand is given above.

Y's HAND.	B's HAND. (Exposed)	Z's HAND.
♠ Qn, 10, 8, 3	♠ 7	♠ Knv, 5, 4, 2
♥ 9, 6	♥ Q, Kv, 10, 7, 5, 3, 2	♥ Ace, Kg
♣ Knv, 9, 7	♣ Ace, 3	♣ Kg, 8, 6, 2
♦ 8, 5, 3, 2	♦ Qn, 7, 6	♦ Kg, 9, 4

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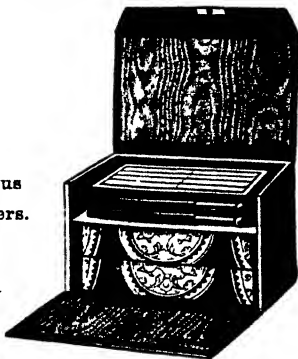
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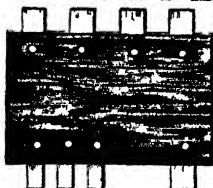
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(PREPARED ON A NEW PRINCIPLE)

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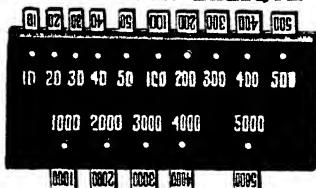
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LONG & SHORT
WHIST.



Price
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Size, $3\frac{1}{4} \times 2\frac{1}{2}$ in

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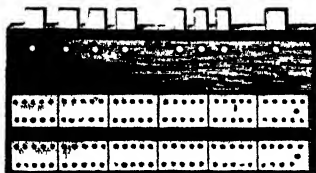
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Bass Pegs
for Scoring
are provided
in a socket
at the end of
each Marker



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All the above are offered French Polished Mahogany Colour and Black

All are operated in the same way

On pressing the Stud, the Tongue flies out with an audible "klik"

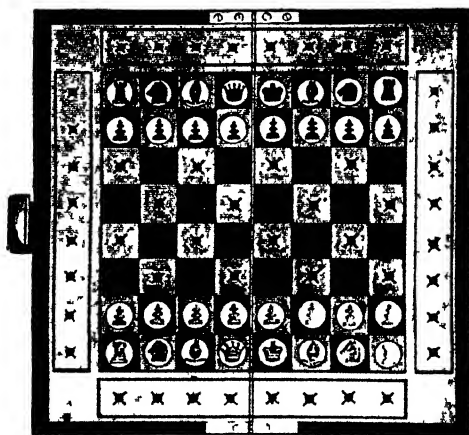
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THE "EMPIRE"
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FOLDING FLAT FOR THE POCKET,
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Retaining all the pieces *in statu quo* both during play
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Each piece is formed with a circular stud or foot,
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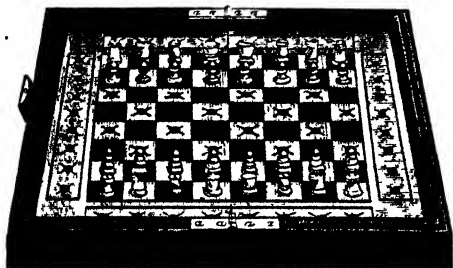
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IN BOX FORM, WITH CARVED BONE PIECES.

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IN NOTE CASE FORM.

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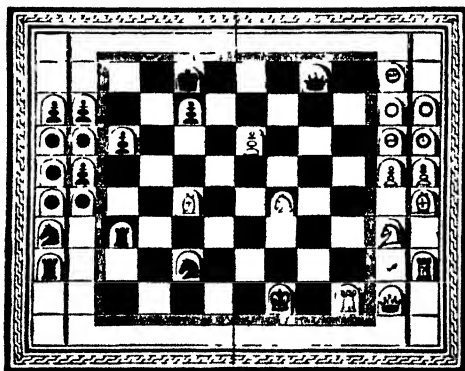
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Folding, to slip into Cloth Case.

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This Chess and Draught Board is very portable, its weight being under 4 ounces, and the Pieces are always securely held in their places, whether the Board is shut or open.

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